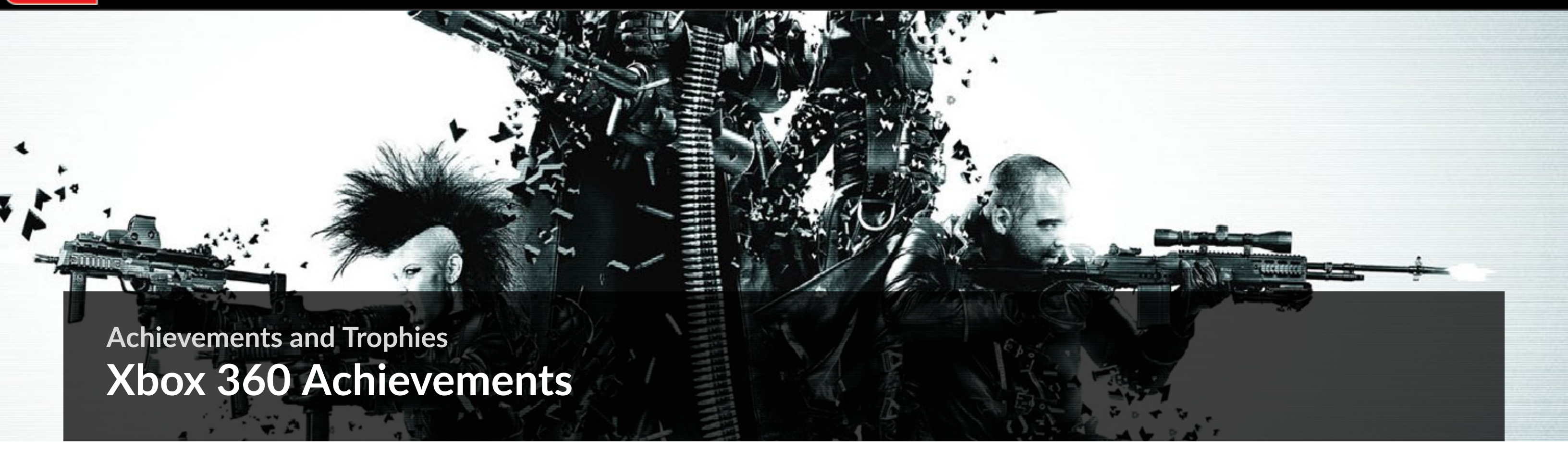


Achievements and Trophies

# Xbox 360 Achievements

As you play Syndicate, both the single-player campaign as well as the co-op missions, you can earn rewards for your actions. Here are lists of the rewards based on your console system.

| Name | Description | Gamer-points |
|---|---|---|
| Syndicated | Complete the game on any difficulty | 20 |
| Buisness is War | Complete all chapters which track difficulty, on hard difficulty | 50 |
| All Aboard | Complete chapters 2, 3, 4 and 5 on normal or hard difficulty | 20 |
| Campaign: Eurocorp | Complete chapters 7 and 8 on normal or hard difficulty | 20 |
| Campaign: La Ballena | Complete chapters 10 and 11 on normal or hard difficulty | 20 |
| Campaign: Downzone | Complete chapters 12, 13, 14 and 15 on normal or hard difficulty | 20 |
| Welcome to Eurocorp | Complete Wake-up Call | 5 |
| See No Evil | Defeat Kris without making him visible using EMP or DART overlay, on normal or hard difficulty | 30 |
| Revival Meeting | Defeat the final boss without allowing any Agent to be revived, on normal or hard difficulty | 30 |
| Missile Command | Breach an entire barrage of five missiles in the Ramon boss fight, on normal or hard difficulty | 30 |
| Top Marks | Achieve a perfect result in all the Tutorial challenges | 15 |
| Golden Handshake | Achieve CEO ranking on any level | 5 |
| Little Black Book | Find all business cards (unlock all the business card Infobank entries) | 30 |
| Wetwear Integrity Policy | Don't kill any EuroCorp civilians with the minigun in chapter 8 | 20 |
| Augmented Reality | Kill 3 specters in chapter 14 without using EMP effects on them, on normal or hard difficulty | 15 |
| Cover Lover | Make it past the conveyor belt without taking any damage from the turret | 10 |
| Make Them Watch | Kill Agent Crane before you kill his two sidekicks, on normal or hard difficulty | 30 |
| Ambassador of Peace | Kill enemy soldiers of two different Syndicates fast enough to receive a rampage energy bonus | 15 |
| Matermind | Unlock the Datacore in the minimum number of steps | 5 |
| Linked In | Obtain a health bonus from network connection links from your upgrade choices (single player only | 5 |
| Deny Everything | Find all propaganda tags (unlock all propaganda tag tag Infobank entries | 30 |
| Every Bullet Counts | Defeat Tatsuo without restocking your ammunition from the UAVs, on normal or hard difficulty | 30 |
| Greed is Good | Achieve CEO ranking on all chapters which track difficulty, on hard difficulty | 35 |
| Shield Breaker | Successfully sprint tackle 25 riot shield units | 10 |
| Hurt Locker | Breach 873 grenades | 30 |
| Warpath | Get the rampage bonus up to 5 sequential kills | 5 |
| Make It Snappy | Kill 50 enemies with melee executions | 10 |
| Nowhere to Hide | Use a penetration weapon to kill 500 enemies through cover, while in DART overlay | 30 |
| Half-Millionaire | Collect 500,000 energy | 30 |
| Hacker | Use breach abilities 300 times | 30 |
| Rampageous | Do 250 rampage kills/ kill streaks | 15 |
| With Friends Like These | Kill an enemy from the explosion of a reactive armor unit (single-player only) | 15 |
| Shocking | Kill 3 or more enemies from the electricity discharge of a dying electro armor unit | 10 |
| Gaggle of Guidance | Use the Swarm's multi-target lock-on firing mode to kill 3 UAV drones with one volley | 5 |
| The Professional | Kill 50 enemies with all the weapons in the game | 20 |
| Initiation Complete | Complete all Co-op maps on any difficulty | 10 |
| High Valid Asset | Complete all Co-op maps on expert difficulty | 25 |
| Initial Public Offering | Be a member of a Syndicate consisting of at least 4 people | 10 |
| Hostile Takeover | Defeat an enemy Agent squad | 10 |
| Mace Ace | Save a team member that is stunned by an electrical mace | 5 |
| Super Soldier | Complete a mission without going down | 10 |
| Highly Adaptable | Kill 4 enemies with 4 different guns within 1 minute | 10 |
| Field Surgeon | Heal 3 team members for at least 50% of their health within 1 minute | 10 |
| Oh no you don't! | Complete 10 Contracts against members of your syndicate | 10 |
| High Flyer | Score a 5,000 points combo | 15 |
| Employee of the month | Complete a mission after earning a team savior score | 10 |
| In the name of Science | Finish your first Research | 5 |
| Application Manager | Do 10,000 points of damage and heal or block 10,000 points of damage using applications | 20 |
| Middle Managament | 50% Completion (level, research and challenges | 50 |
| CEO | 100% Completion (level, research and challenges) | 100 |

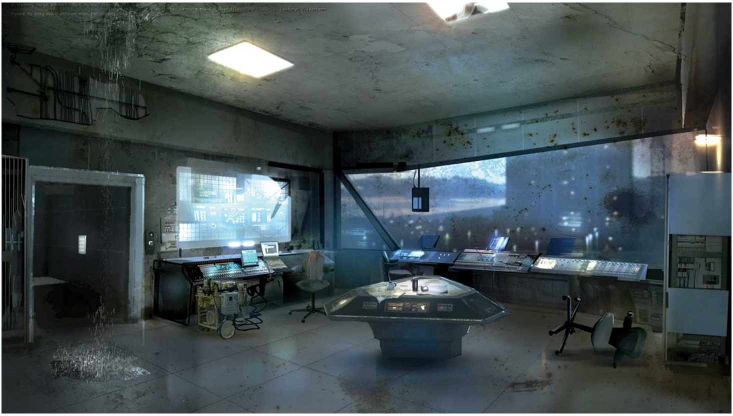
Achievements and Trophies

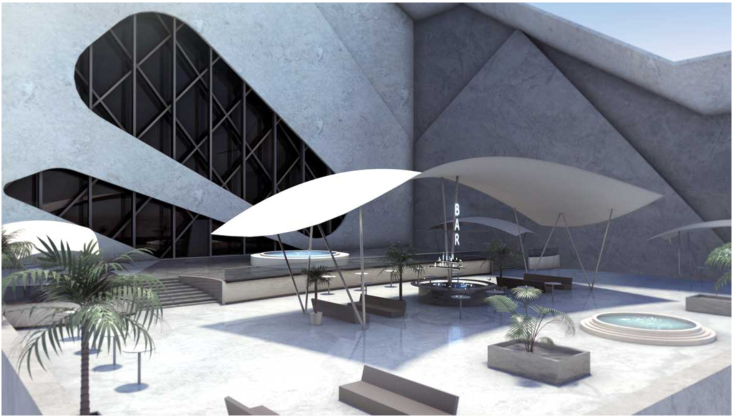
# Playstation 3 Trophies

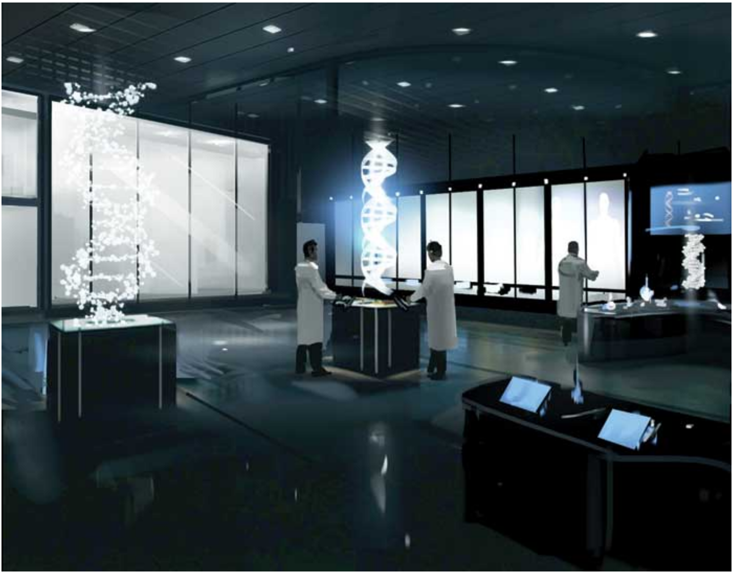
| Name | Description | Trophy |
|---|---|---|
| Syndicated | Complete the game on any difficulty | Bronze |
| Business Is War | Complete all chapters which track difficulty, on hard difficulty | Gold |
| All Aboard | Complete chapters 2, 3, 4 and 5 on normal or hard difficulty | Bronze |
| Campaign:EuroCorp | Complete chapters 7 and 8 on normal or hard difficulty | Bronze |
| Campaign: La Ballena | Complete Chapters 10 and 11 on normal or hard difficulty | Bronze |
| Campaign: Downzone | Complete chapters 12, 13, 14 and 15 on normal or hard difficulty | Bronze |
| Welcome to Eurocorp | Complete Wake-up Call | Bronze |
| See No Evil | Defeat Kris without making him visible using EMP or DART Overlay, on normal or hard difficulty | Gold |
| Revival Meeting | Defeat the final boss without allowing any Agent to be revived, on normal or hard difficulty | Bronze |
| Missile Command | Breach an entire barrage of five missiles in the Ramon boss fight, on normal or hard difficulty | Bronze |
| Top Marks | Acheve a perfect result in all the Tutorial challenges | Bronze |
| Golden Handshake | Achieve CEO ranking on any level | Bronze |
| Little Black Book | Find all business cards (unlock all business card Infobank entries | Bronze |
| Wetware Integrity Policy | Don't kill any EuroCorp civilians with the minigun in chapter 8 | Bronze |
| Augmented Reality | Kill 3 specters in chapter 14 without using EMP effects on them, on normal or hard difficulty | Bronze |
| Cover Lover | Make it past the conveyor belt without taking any damage from the turret | Bronze |
| Make Them Watch | Kill Agent Crane before you kill his two sidekicks, on normal or hard difficulty | Gold |
| Ambassador of Peace | Kill enemy soldiers of two different syndicates fast enough to receive a rampage energy bonus | Bronze |
| Mastermind | Unlock the Datacore in the minimum number of steps | Bronze |
| Linked In | Obtain a health bonus from network connection links from your upgrade choices (single-player only) | Bronze |
| Deny Everything | Find all propaganda tags (unlock all propaganda tag Infobank entries) | Bronze |
| Every Bullet Counts | Defeat Tatsuo without restocking your ammunition from the UAVs, on normal or hard difficulty | Bronze |
| Greed is Good | Achieve CEO ranking on all chapters which track difficulty, on hard difficulty | Bronze |
| Shield Breaker | Successfully sprint tackle 25 riot shield units | Bronze |
| Hurt Locker | Breach 873 grenades | Bronze |
| Warpath | Get the rampage bonus up to 5 sequential kills | Bronze |
| Make It Snappy | Kill 50 enemies with melee executions | Bronze |
| Nowhere to Hide | Use a penetration weapon to kill 500 enemies through cover, while in DART overlay | Bronze |
| Half-Millionaire | Collect 500,000 energy | Bronze |
| Hacker | Use breach abilities 300 times | Bronze |
| Rampageous | Do 250 rampage kills/ kill streaks | Bronze |
| With Friends Like These | Kill an enemy from the explosion of a reactive armor unit (single-player only) | Bronze |
| Shocking | Kill 3 or more enemies from the electricity discharge of a dying electro armor unit | Bronze |
| Gaggle of Guidance | Use the Swarm's multi-target lock-on firing mode to kill 3 UAV drones with one volley | Bronze |
| The Professional | Kill 50 enemies with all the weapons in the game | Bronze |
| Initiation Complete | Complete all Co-op maps on any difficulty | Bronze |
| High Valid Asset | Complete all Co-op maps on expert difficulty | Bronze |
| Initial Public Offering | Be a member of a Syndicate consisting of at least 4 people | Bronze |
| Hostile Takeover | Defeat an enemy Agent squad | Bronze |
| Mace Ace | Save a team member that is stunned by an electrical mace | Bronze |
| Super Soldier | Complete a mission without going down | Bronze |
| Highly Adaptable | Kill 4 enemies with 4 different guns within 1 minute | Bronze |
| Field Surgeon | Heal 3 team members for at least 50% of their health within 1 minute | Bronze |
| Oh no you don't! | Complete 10 Contracts against members of your syndicate | Bronze |
| High Flyer | Score a 5,000 points combo | Bronze |
| Employee of the month | Complete a mission after earning a team savior score | Bronze |
| In the name of Science | Finish your first Research | Bronze |
| Application Manager | Do 10,000 points of damage and heal or block 10,000 points of damage using applications | Bronze |
| Middle Managament | 50% Completion (level, research and challenges | Bronze |
| CEO | 100% Completion (level, research and challenges) | Gold |

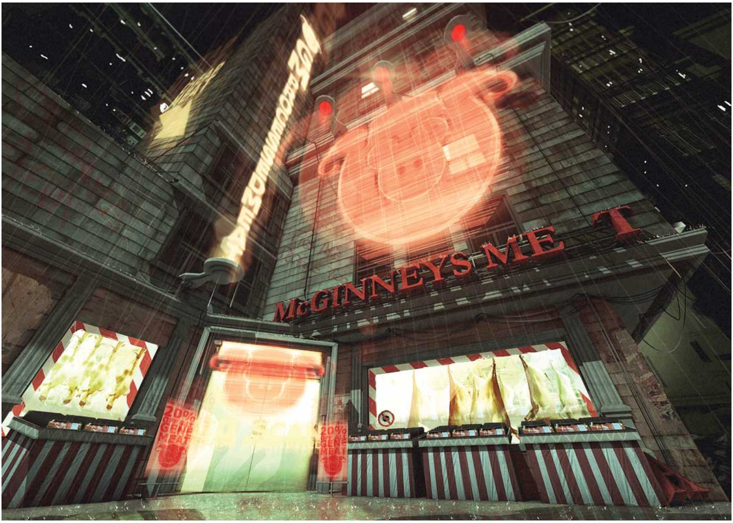
## Art Gallery

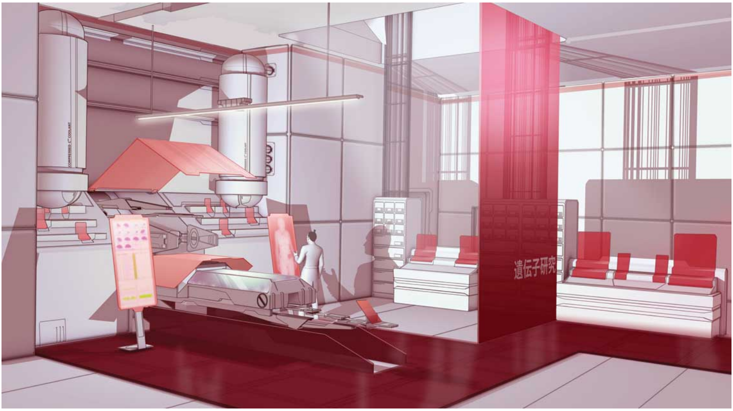
# Art

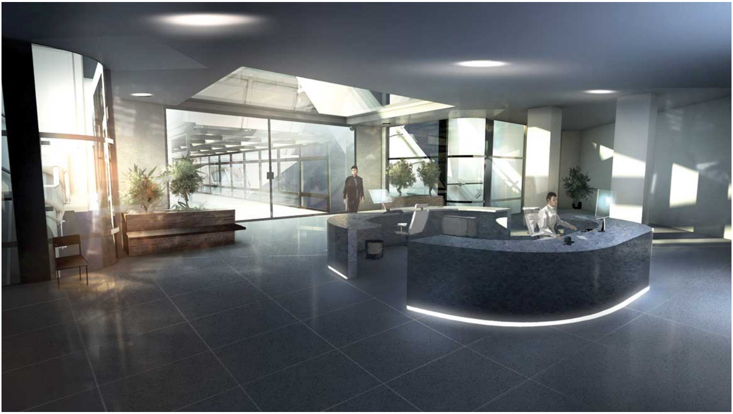


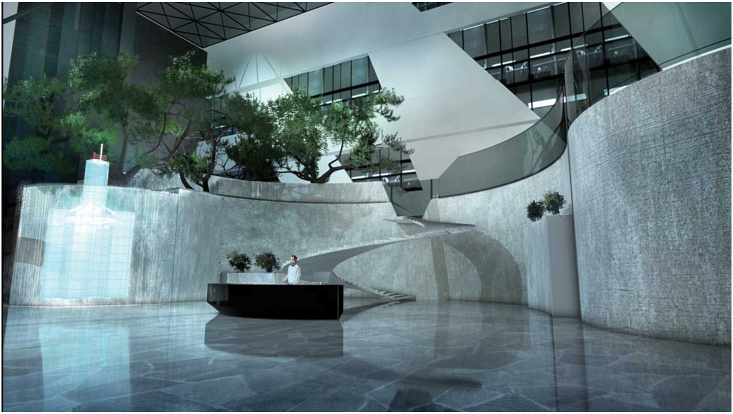




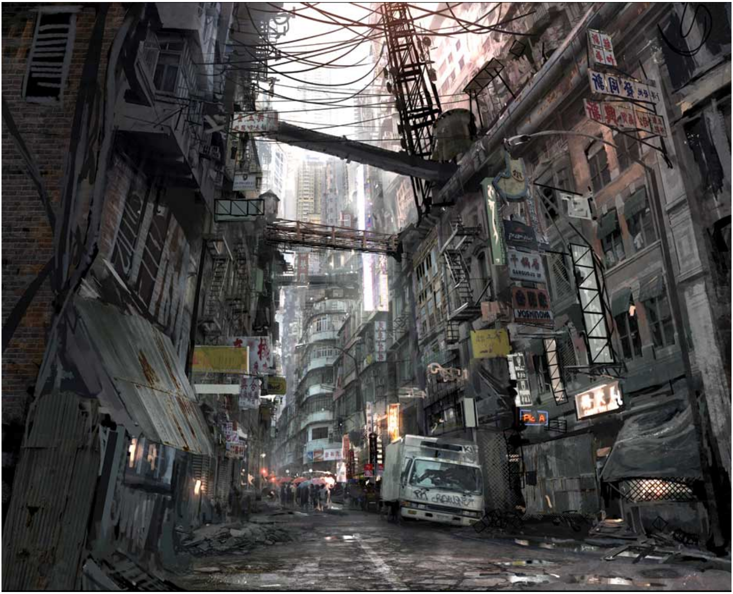

McGINNEYS ME T
20% OFF ALL GENE MEAT
20% OFF ALL GENE MEAT

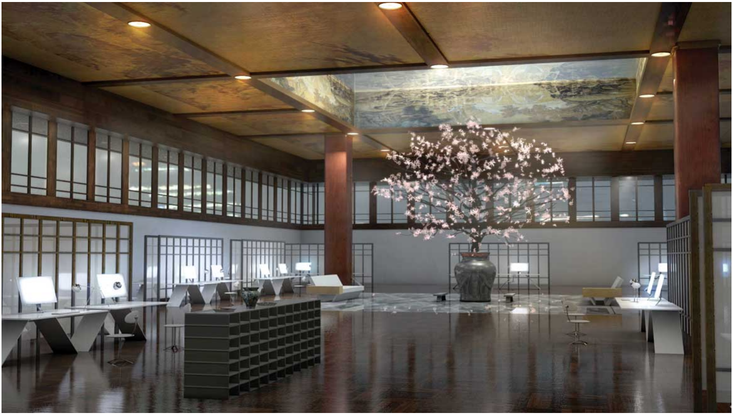

COMPRESSED COOLANT
遺伝子研究

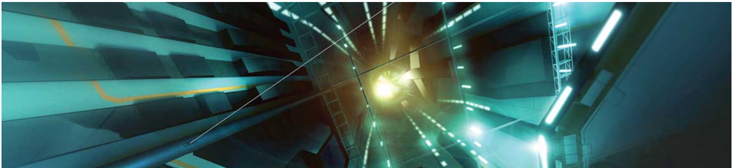


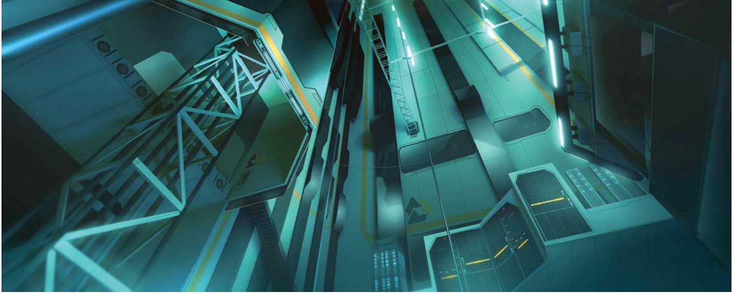


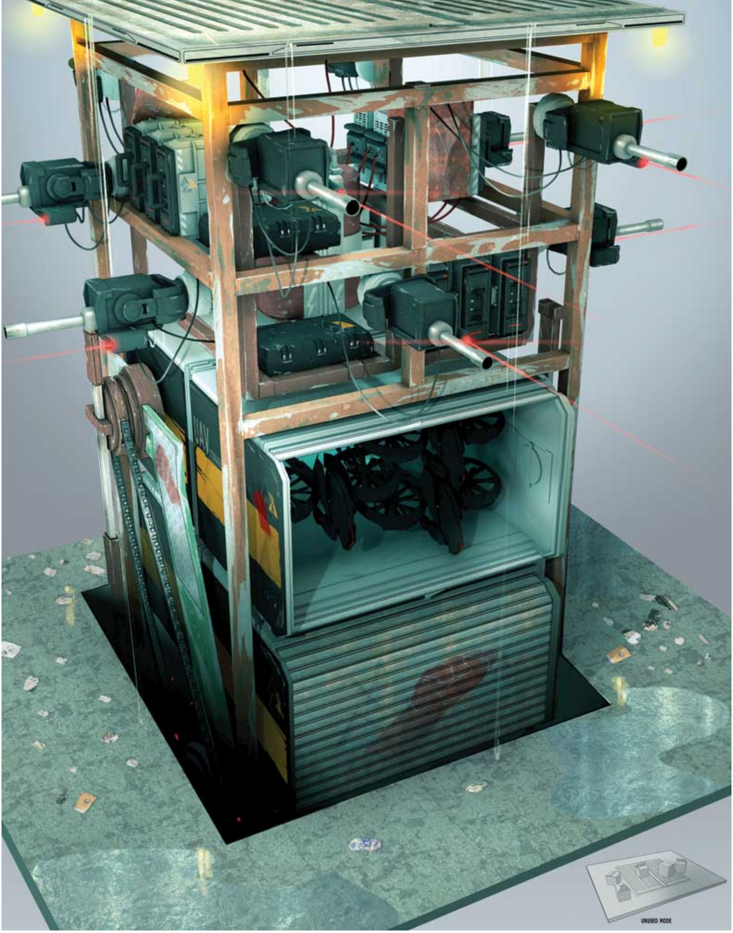
RESTRICTED AREA
AUTHORIZED PERSONNEL ONLY
Security Check
FUCK EUROCORP



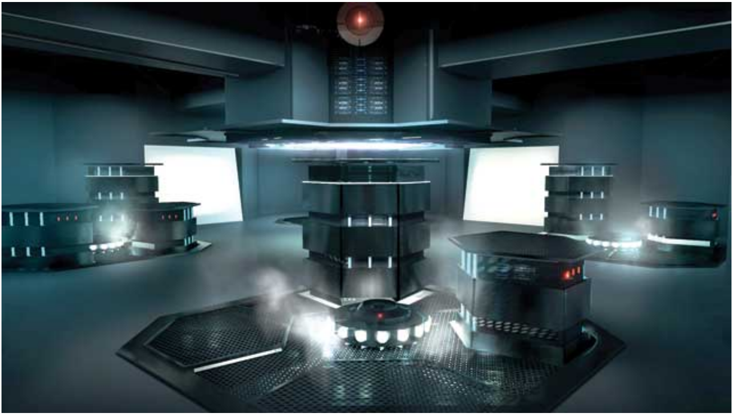


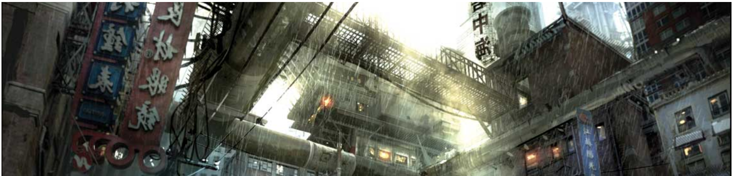





UAV
UNUSED MODE

CAYMAN GLOBAL

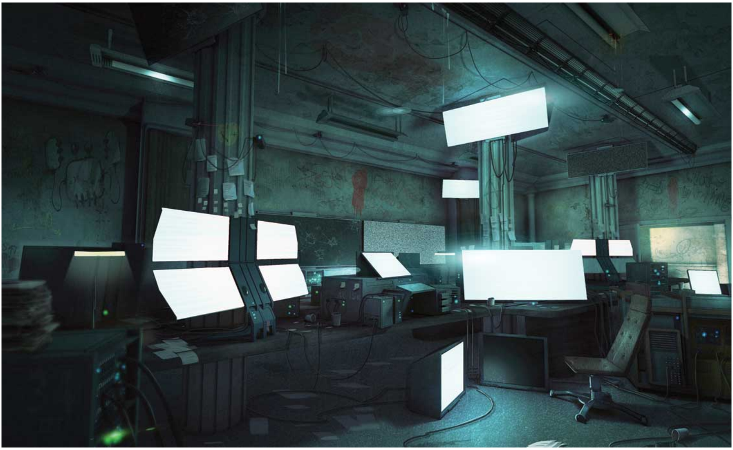




DINER DINER
上海市第一百货商店
Bluebird
HOTEL

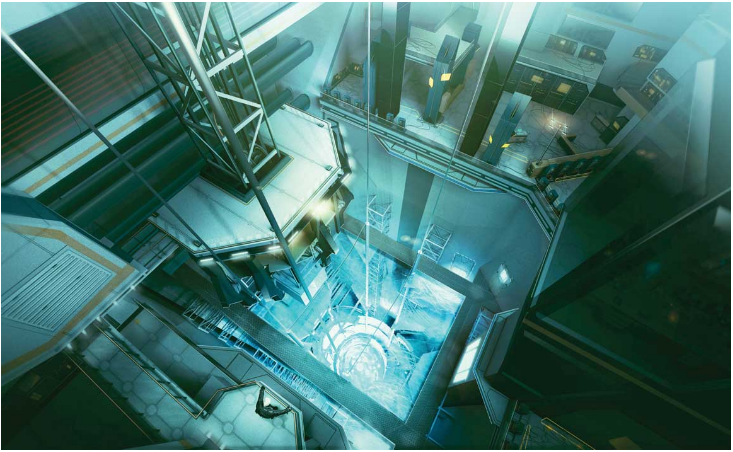
42 STREET STATION
AT 6TH AVENUE
LONGER USE

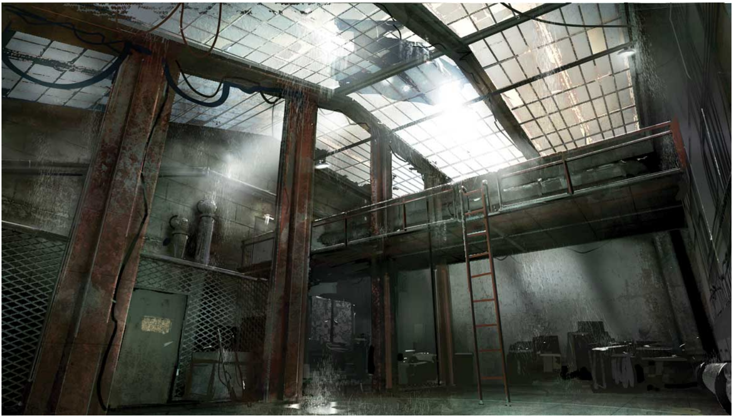
34
34
SECURE AREA



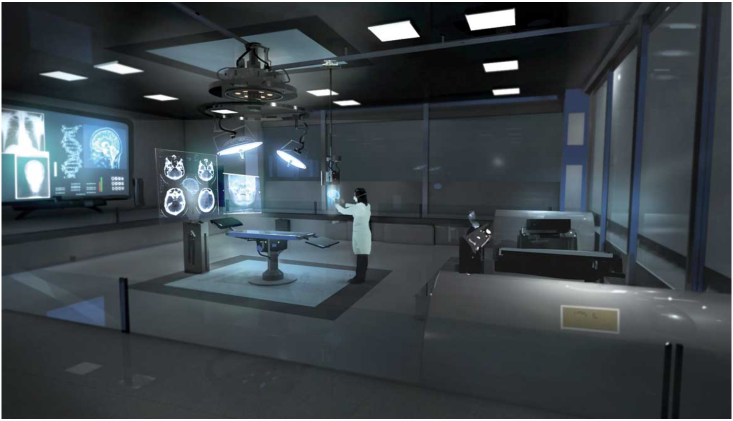
XXX
Black Mamba
WELCOME
OPEN
ALL NIGHT
ATM
18
ONLY

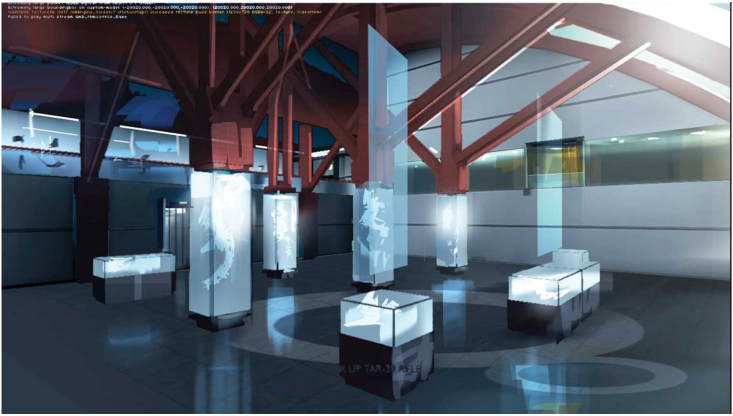
HU FLUNG NOODLES
HU FLUNG NOODLES
HU FLUNG NOODLES
HU





AGENT OPERATIONS R&D DEPARTMENT
9





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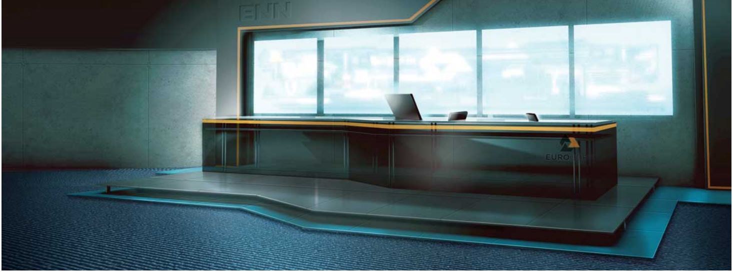
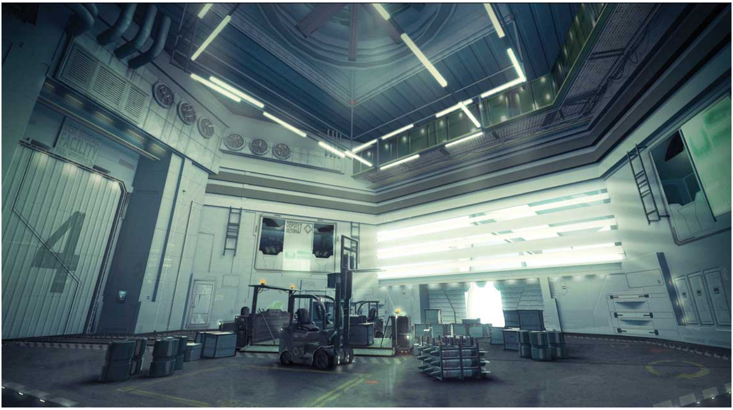
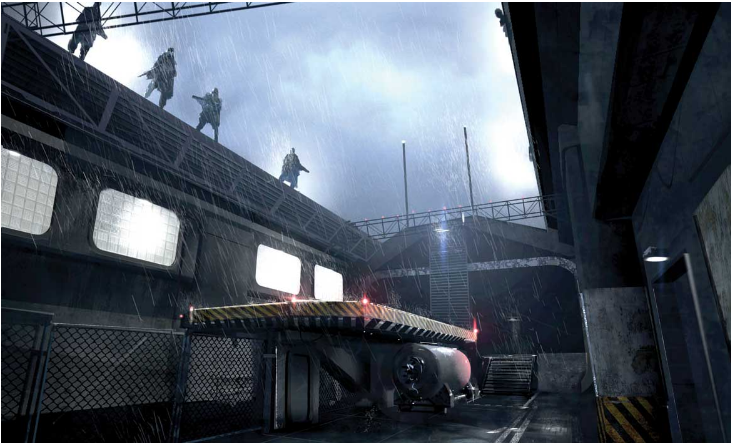
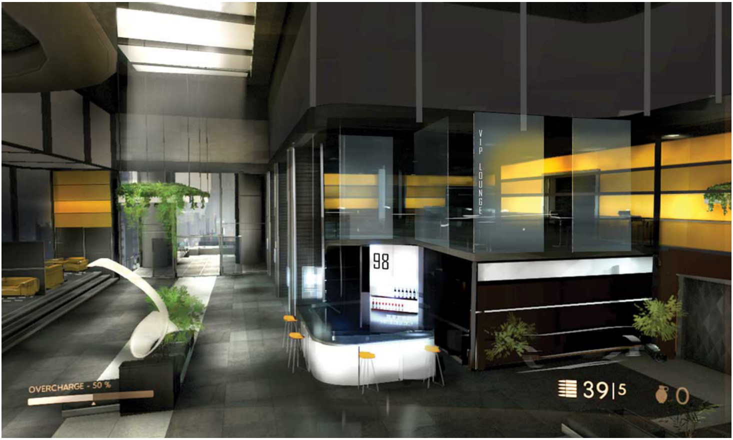
Extremely large boundingbox on custom-model (-20020.000,-20020.000,-20020.000), (20020.000,20020.000,20020.000)
WARNING: TextureID 11417 (KAEngine_Screen?7 (MotionMap)) increased texture build buffer (1280x720 RGBA-32, Texture, VideoMem)
Failed to play multi stream Amb_MMicoffice_Base
```

K UP TAR-30 FILE

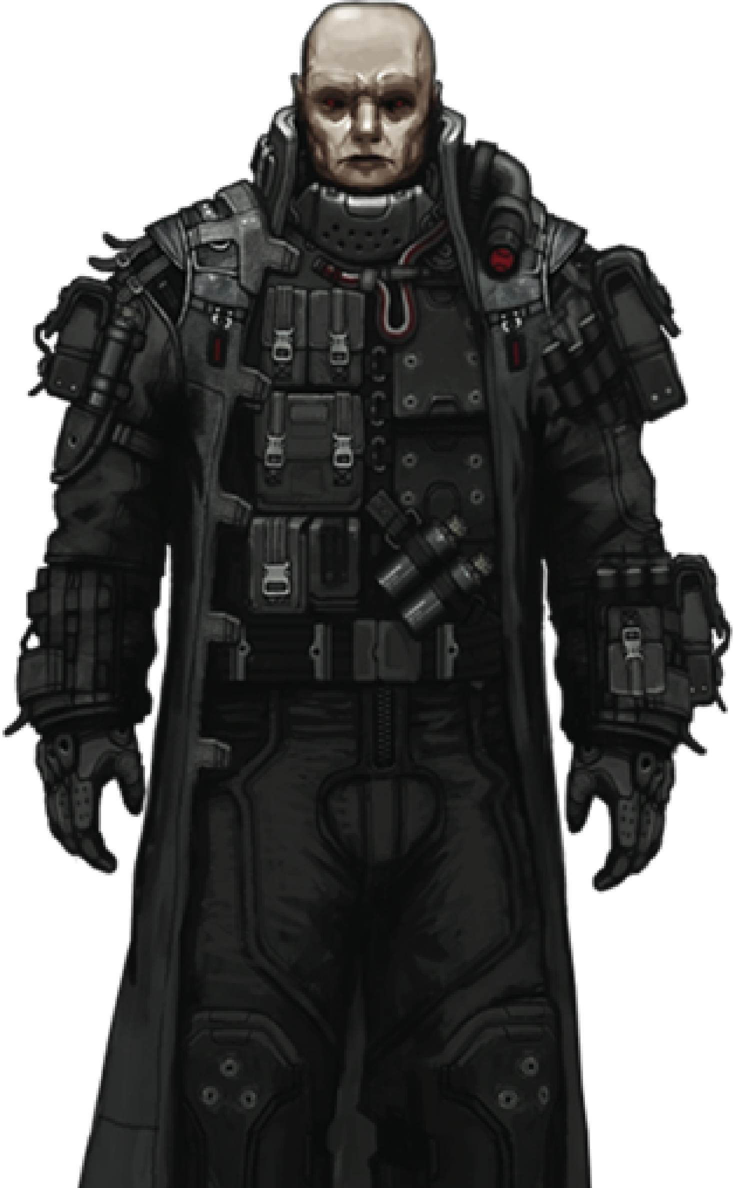


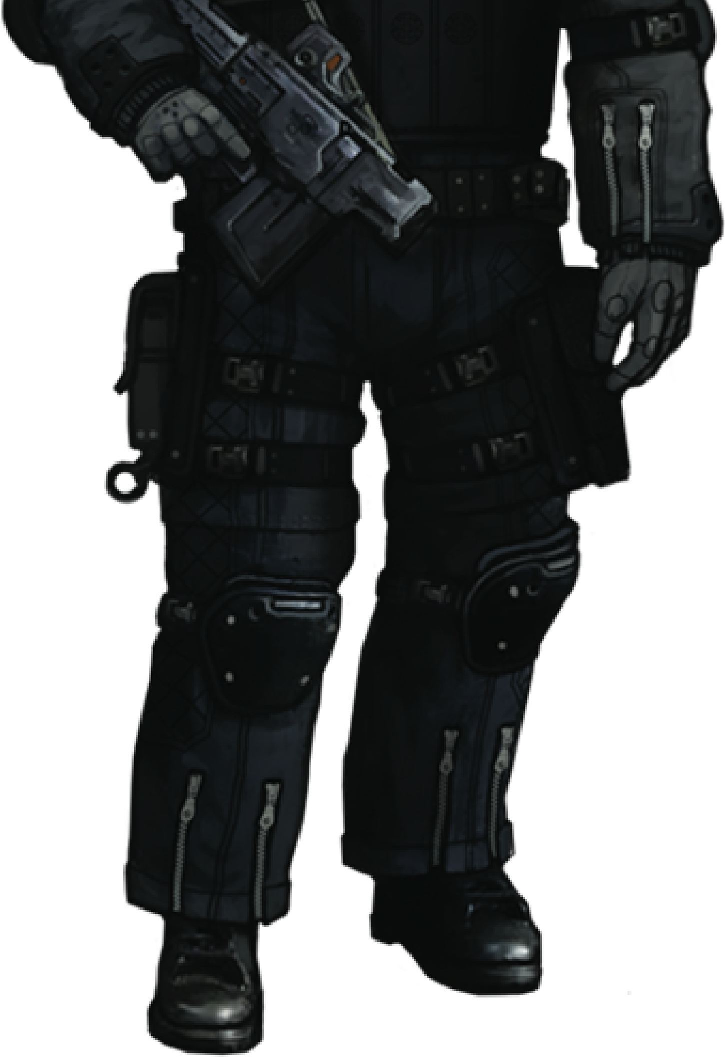

FACILITY
4
DEPOT 1
SECTOR 17

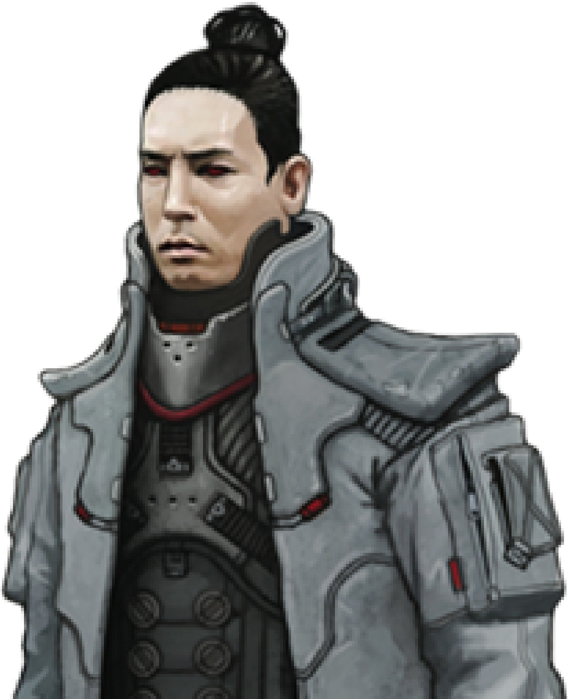


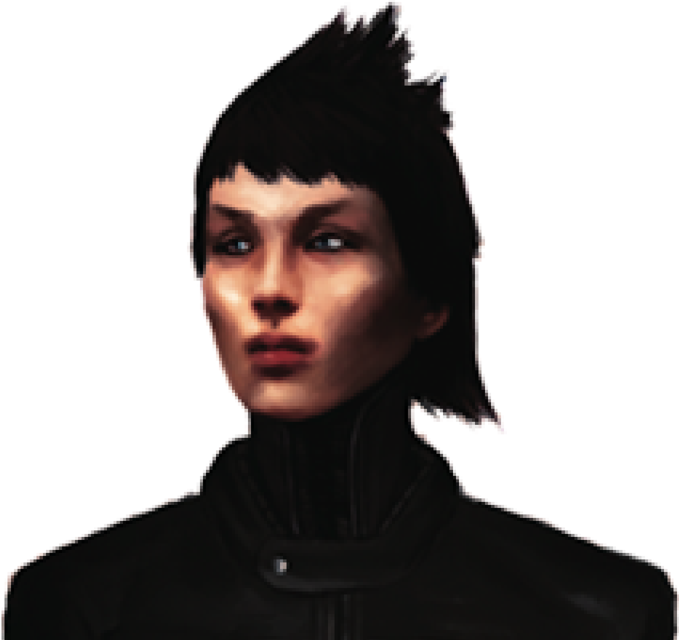

VIP LOUNGE
98
OVERCHARGE - 50 %
39 | 5
0

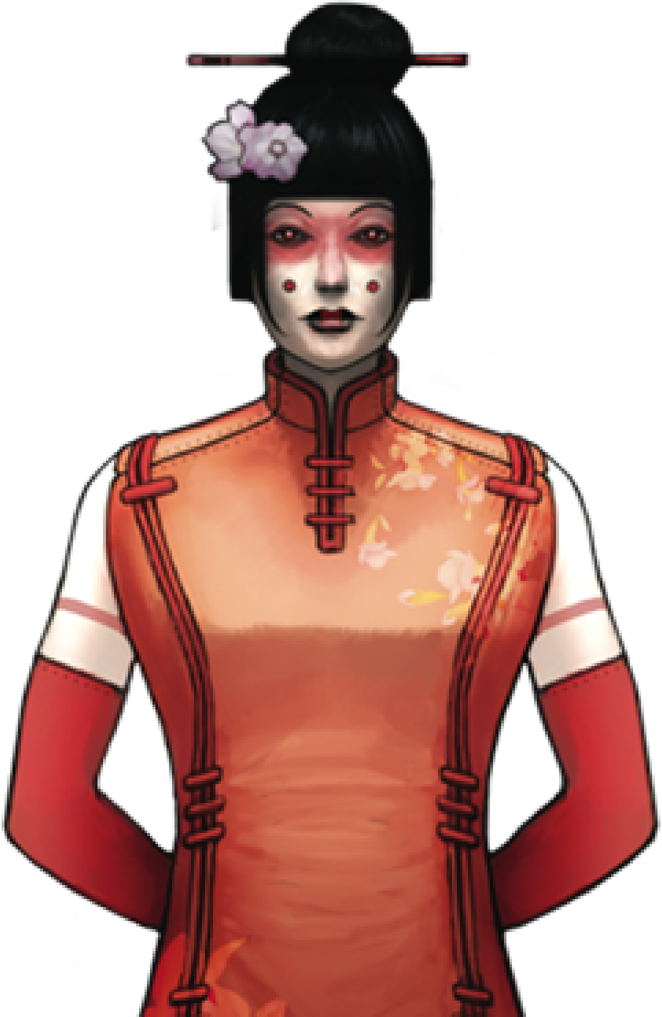
MINAL
NTOWN

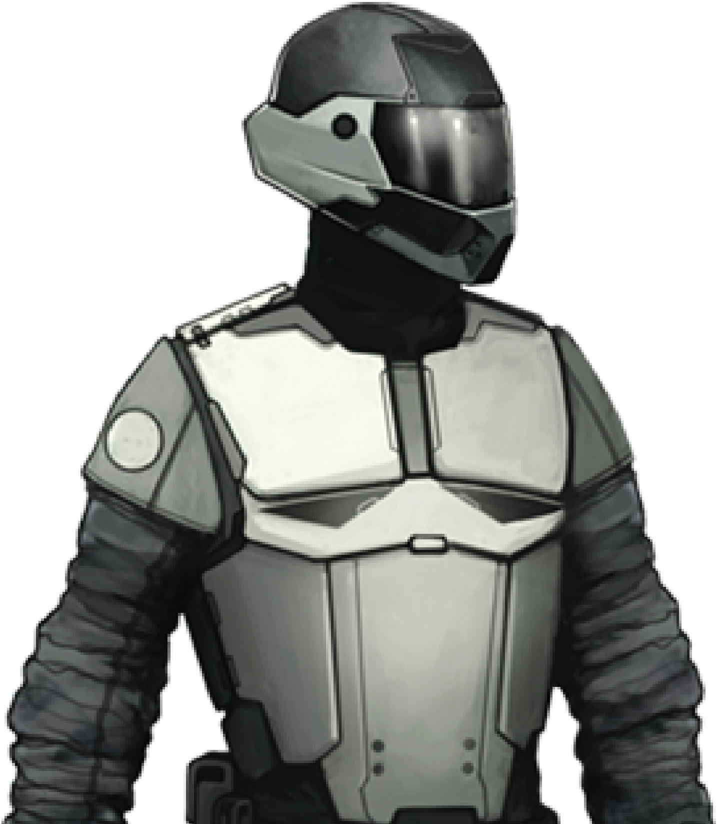


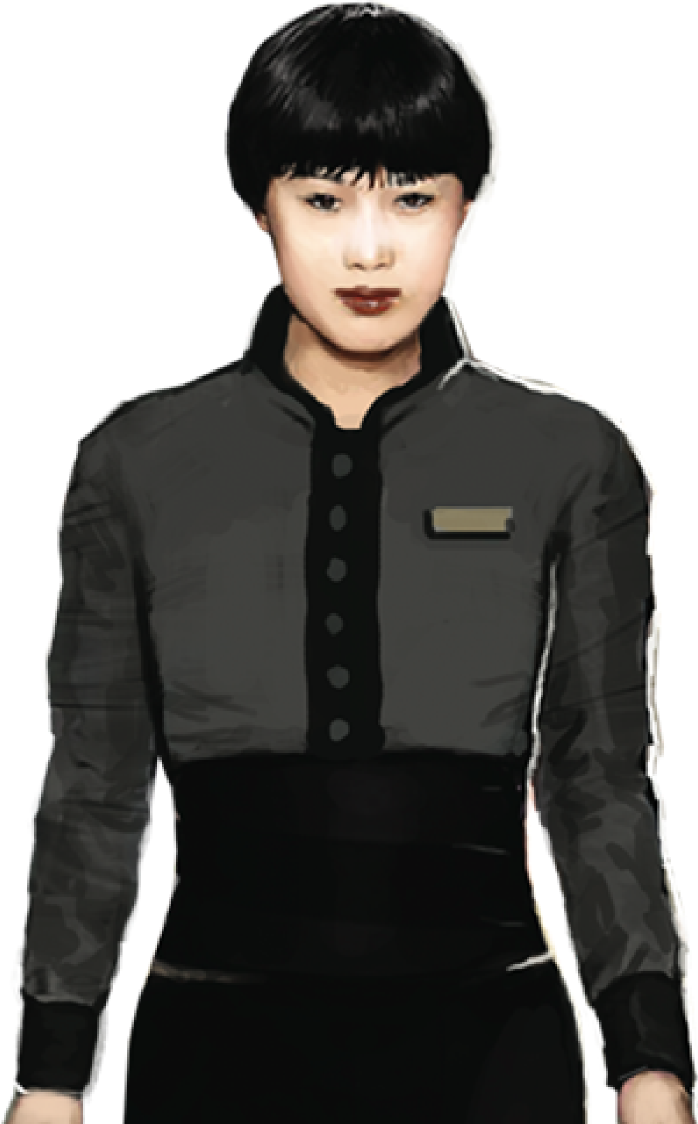


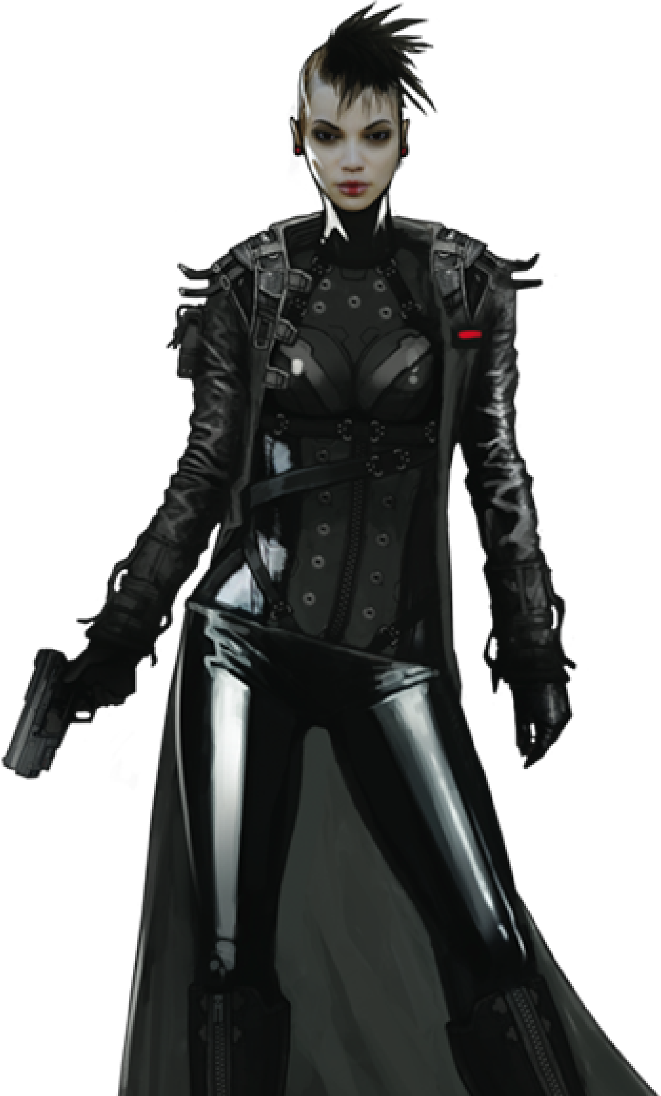












Please click to enlarge

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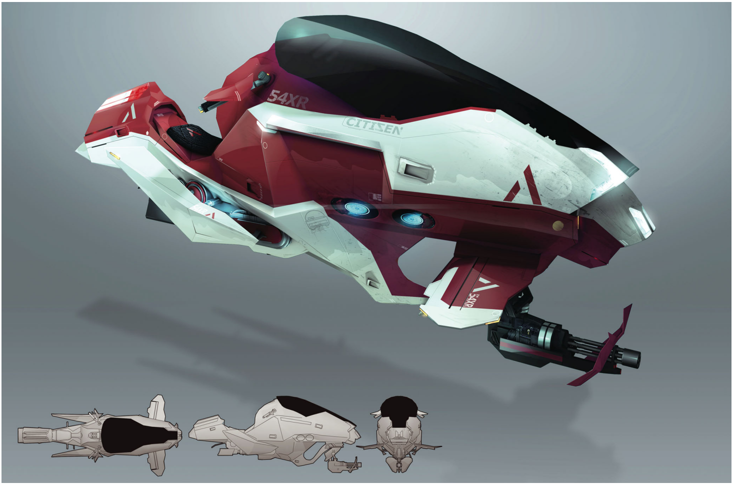
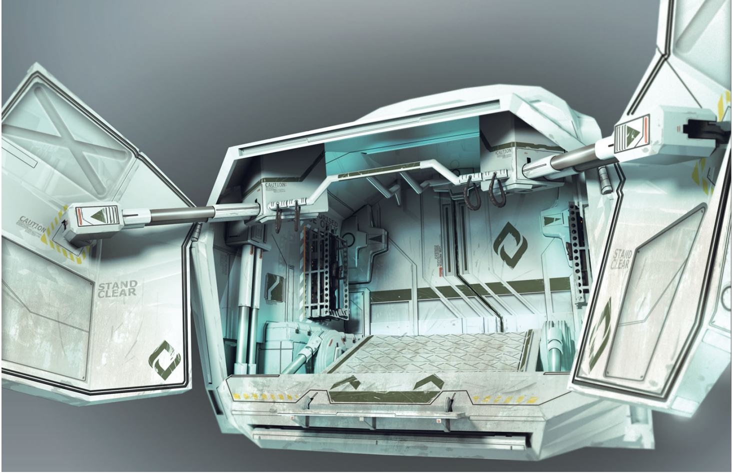
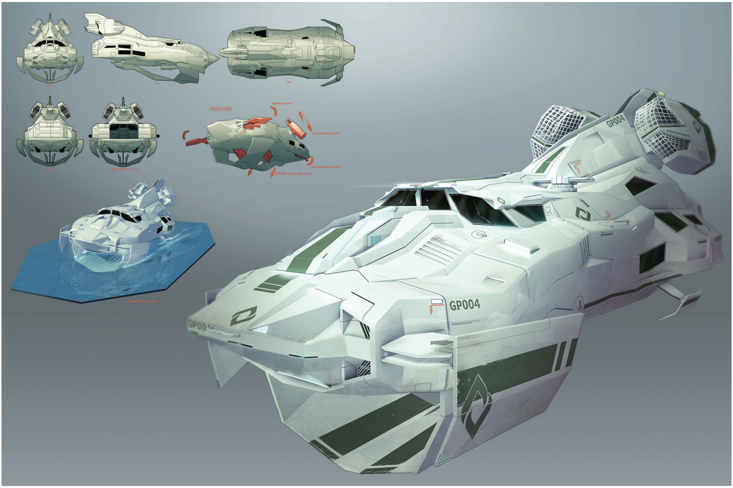
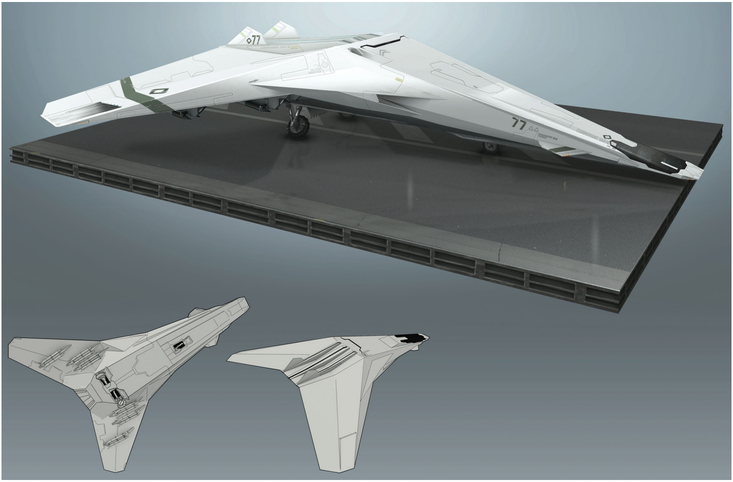
Please click to enlarge

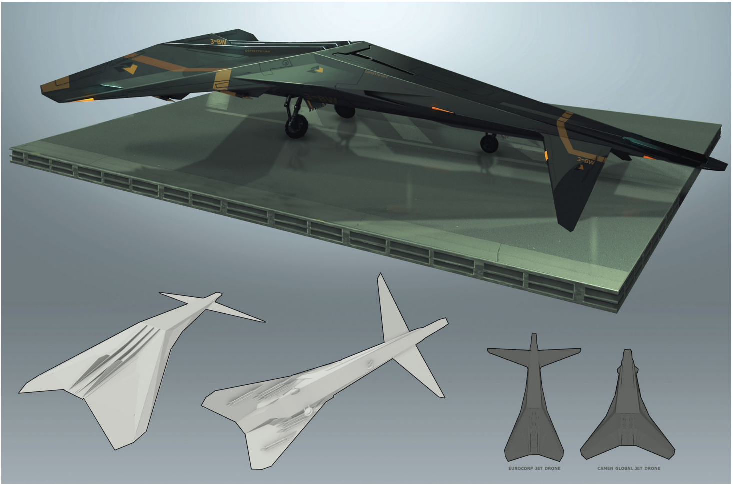


54XR
CITIZEN
54XR


CAUTION
STAND CLEAR
CAUTION
CAUTION
STAND CLEAR


FRONT
SIDE
TOP
REAR
REAR-OPEN HATCH
FLIGHT MODE
WINGS PIVOT
THRUSTERS ROTATE
STABALIZERS PIVOT
VTOL THRUSTERS DROP
HYDROFOIL MODE
GP004
GP004
GP004



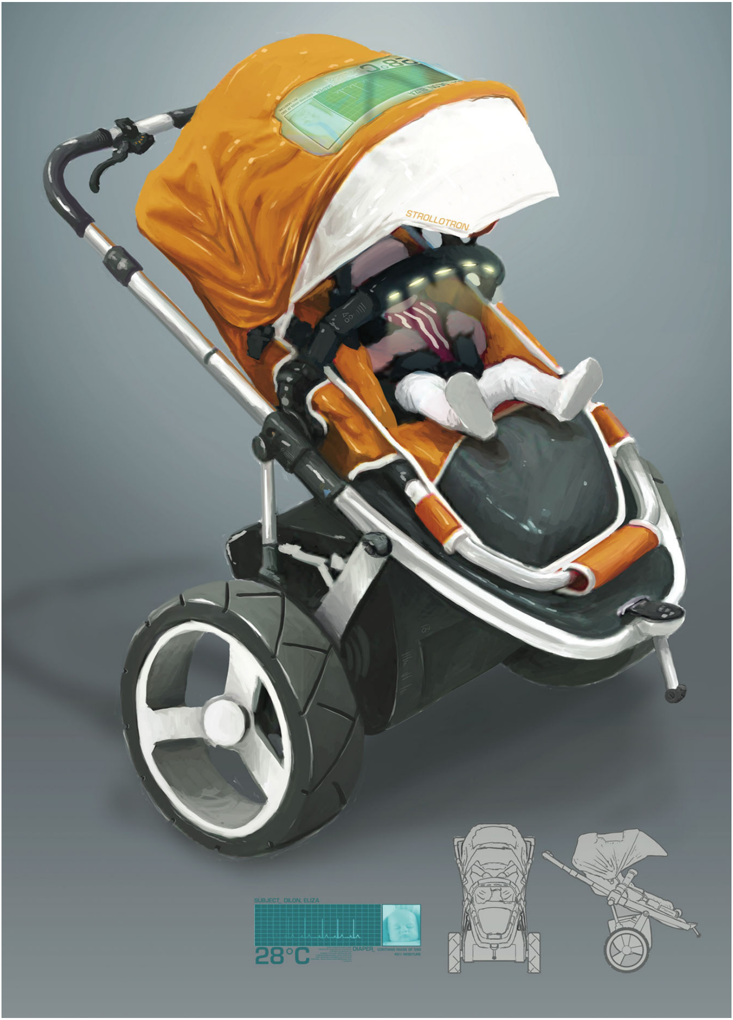

3-BW
3-BW
EUROCORP JET DRONE
CAMEN GLOBAL JET DRONE

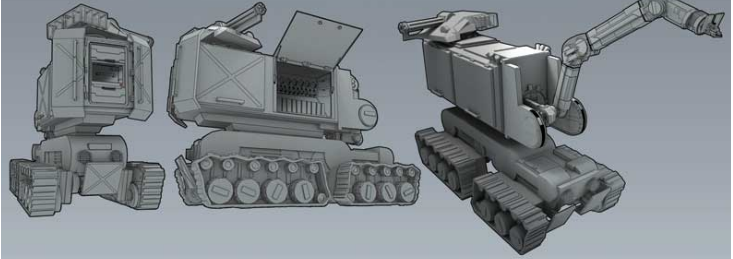
CAUTION
EMERGENCY

SLOW NY
SLOW
SLOW
SLOW
SLOW

FUEL
LOCK
LOCK
FUEL
INPUT
UNIT

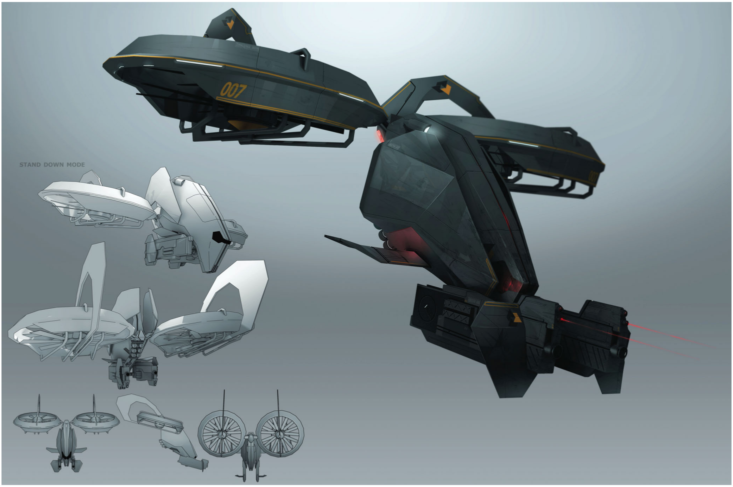
NYPD
02
NYPD
02
EMERGENCY RESPONSE
NYPD
EMERGENCY RESPONSE
PROTECT AND SERVE
NYPD

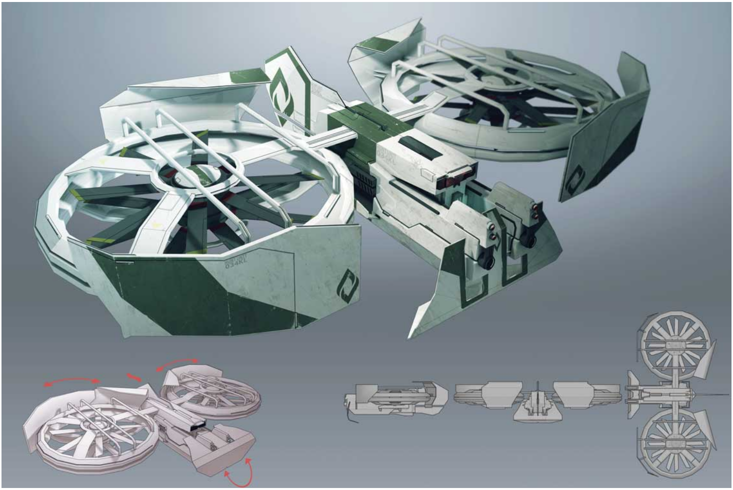

STROLLOTRON
SUBJECT_ DILON, ELIZA
28°C
DIAPER_ CONTIANS MASS OF 50G
45% MOISTURE

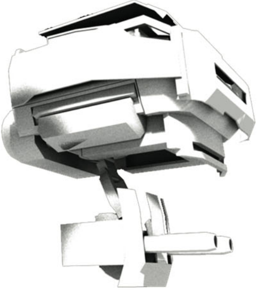


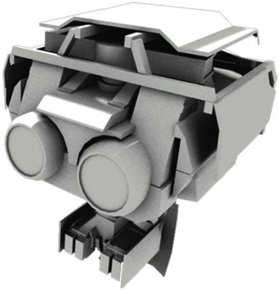
02
NYPD
02
NYPD
EMERGENCY RESPONSE
PROTECT AND SERVE
NYPD
EMERGENCY RESPONSE

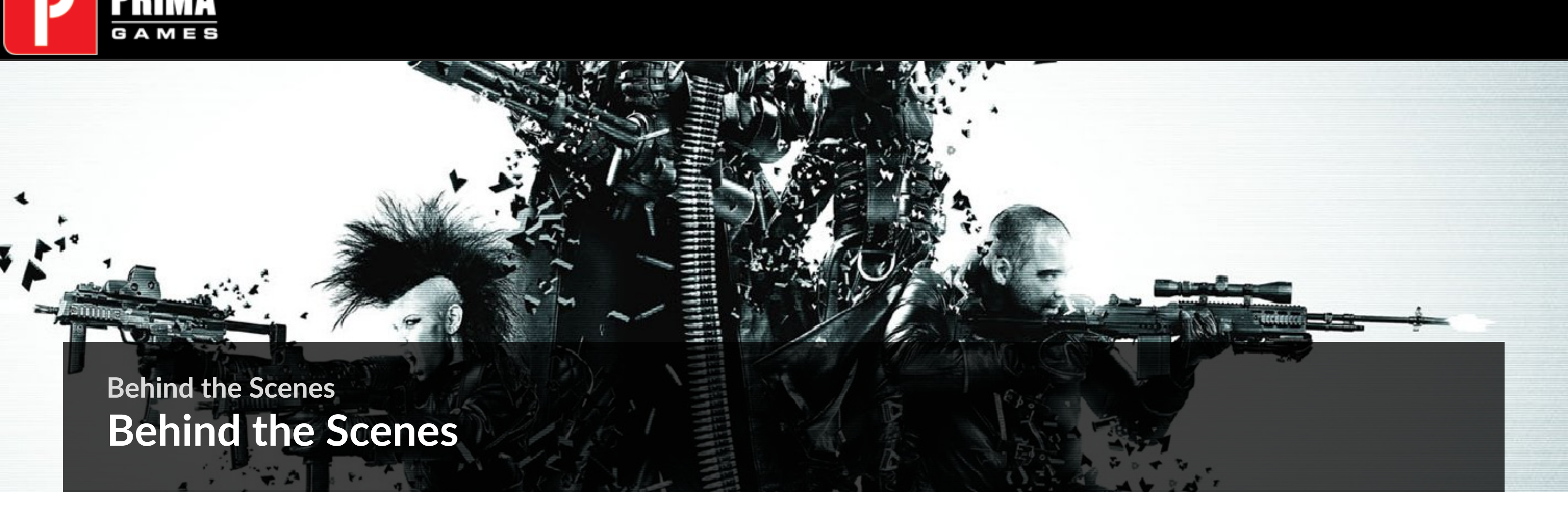
FUEL
FUEL
LOCK
LOCK
INPUT
UNIT


STAND DOWN MODE
007





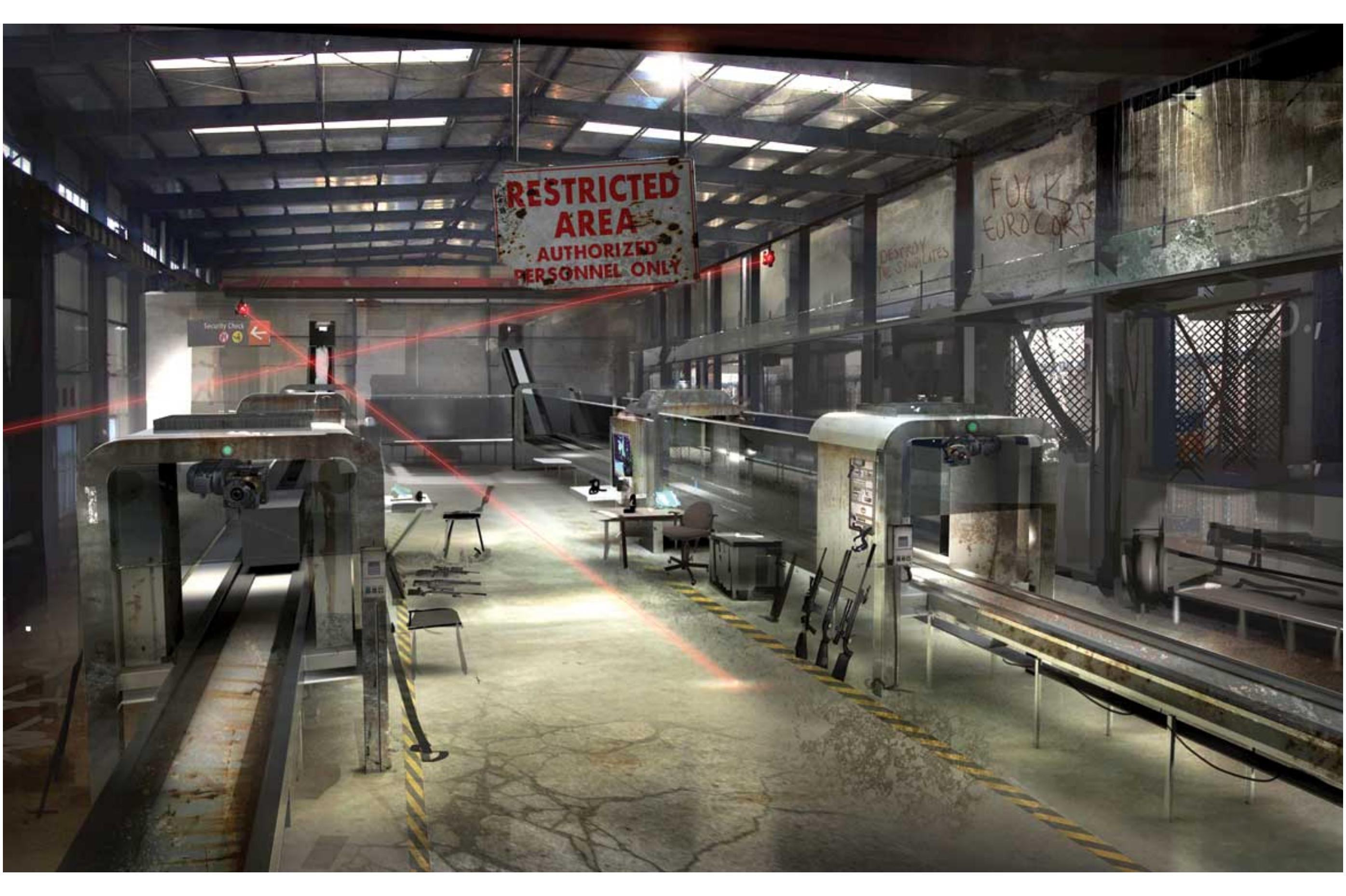




# Behind the Scenes

## An Interview with the Syndicate development team:

**Mattias Snygg, Viljar Sommerbakk, and Rickard Johansson**



*1. What challenges did you face in updating Syndicate to a next gen console while retaining the feel/theme of the original?*

**VILJAR/RICKARD:** The Persuadertron ended up causing some serious head scratching. In a first-person game you canít have 20 NPCs milling around you, like you could in the isometric version. Instead, we ended up being able to persuade a maximum of two NPCs (depending on how fast the player manages the energy gain in combat).

Another issue relating to the Persuadertron was what to do with civilians. Civilians were expendable in the old Syndicate, but they also served a purpose. In our game, they are expendable, but donít serve a gameplay purpose per se. However, it is interesting to see how players deal with civilians, if they try to avoid shooting them or if they donít care and write them off as collateral damage. These choices have some impact on the Trophy and Achievement unlocks within the game.

Another challenge was to portray the mayhem of combat that initially came out of the isometric gameplay. The tactical choices given to the player by customizing each of the four Agents now had to be incorporated in a single player-controlled character. This new tactical layer consists of the expanding set of applications, the environment breaches and the Dart overlay mode.

It was important to make these features easy enough to use, so they could help turn the combat and allow the player to make split-second decisions. We wanted all of these to be integral lifesavers, available when the player needed them the most.

*2. Why did you decide to go with a single-player campaign and a co-op campaign?*

**VILJAR/RICKARD** : The single-player campaign gave us the means to better provide depth to a story. It also allowed us to get into the head of an Agent and teach the player a new type of FPS gameplay, working within a controlled environment. In the four-player campaign, the story instead becomes the teamís collective moments and experiences from each mission instance.

It is derived from the mechanics and upgrades, creating a more systematic approach to storytelling than what we have in single-player. Co-op is our take on original Syndicate missions, and is an important bridge between the original and our updated Syndicate.

The player is taught the new type of FPS balance in single-player, and can then use that in the much harder co-op campaign. The co-op is thereby a great game in its own right, building upon the original storyline (and something that the team really wanted to do).

*3. What influences were included in the design for the world of 2069—movies, books, art?*

**MATTIAS:** The starting point for us was always to find a look that felt fresh, dramatic, and spectacular, but with a strong connection to the real world. Essentially we wanted to create a believable 2069, looking at trends and developments we see around us in our world today and extrapolating them sixty years into the future.

While building the look for this world we looked in many different places for inspiration and reference. Blade Runner and Minority Report were two movies we used early on to emphasize the difference between the posh, nice-looking areas of Uptown and the decaying urban sprawl that is the Downzone.

With an established general direction and framework like that it was then time for the concept artists to carve out something that became uniquely our own. It is from that work that we then started to see the look that really defined the finished product.

WESTERN EUROPE MILITARY COMPOUND

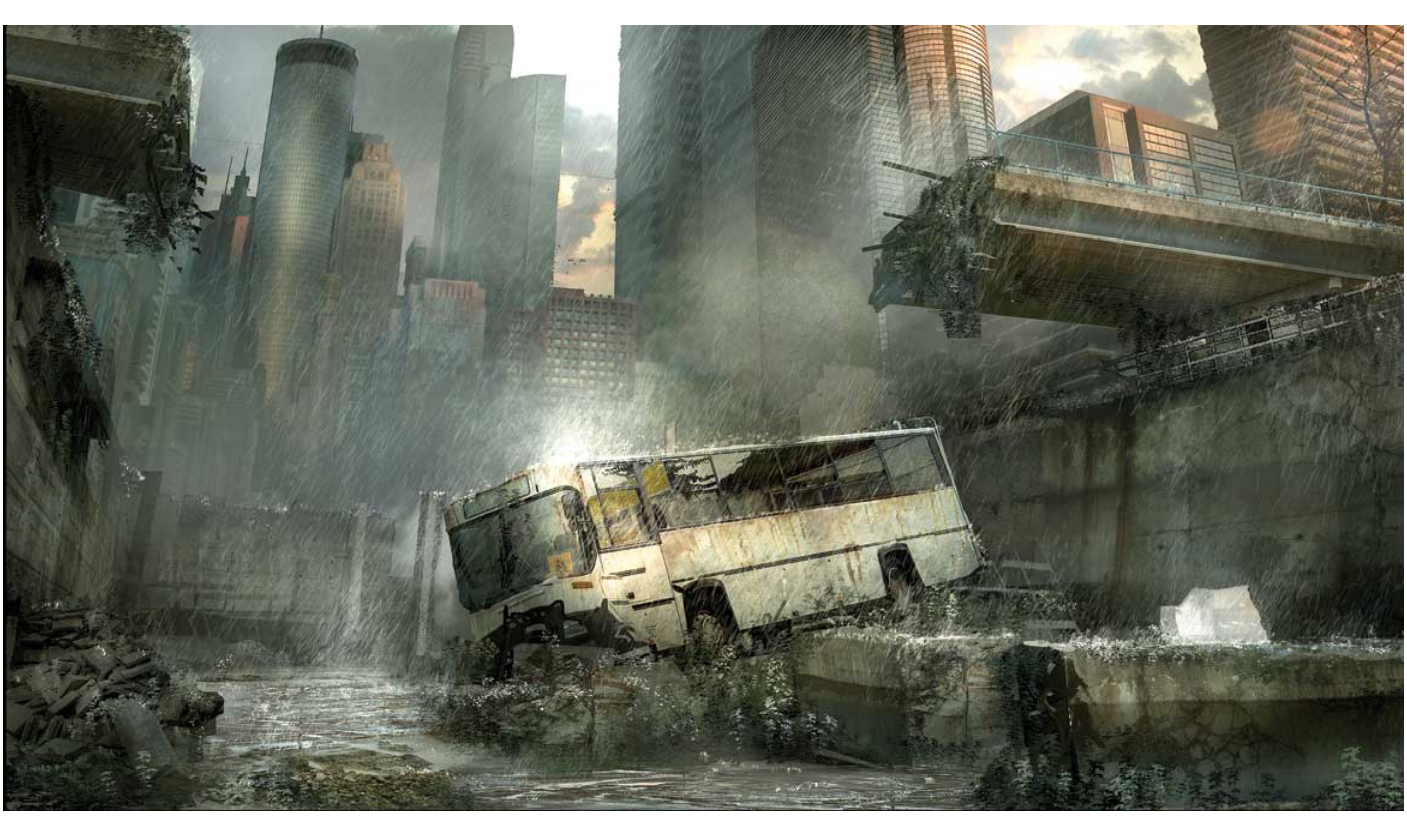
**RICKARD:** For the worldís backstory, we looked at the sarcastic and twisted nature of the original games, mixed with dystopian literature like A Brave New World and Jennifer Government. We anchored it in a more realistic real-world corporate future, while using humor to make the messages more accessible to the players. Corporate progress and economic gain gradually deteriorate the freedom and privacy of the individual in todayís society, and by using these elements we could connect in an efficient way.

*4. What factors do you consider when designing a level?*

**VILJAR/RICKARD:** First you have to consider where in the progression of the game the level is located; is it a combat level, an exploration level, a level that needs to provide some variation to the regular gameplay in order to break things up a bit? We needed to define a story and gameplay theme together with a map of the emotional journey for each level.

This helped us define the social atmosphere and the stunning visuals expected from this type of game. If itís a combat level, then you need some arenas, and all combat arenas then need spots where enemies can spawn without being seen. These arenas have to be varied enough and present unique gems of gameplay and situations, fitting with the overarching nature of the level.

In between the combat, each level needs places where collectables can be found, encouraging exploration, as well as events/ambient story beats and navigation guidance.



*5. Is there a favorite level among the designers/testers?*

**VILJAR:** For combat, a favorite is one of the EuroCorp levels at the end, Burning Tower. It has the biggest arena fight in the game (the main hangar), with many interesting elements to it, like enemies spawning from dropships, and two turrets that can be breached to help you out. Later in the level we have one of the best showcases of our AI, where EuroCorp fights the attacking Cayman Global.

The NPCs use their basic combat behaviors, making them look awesome and believable in fighting each other, without requiring any situation-unique scripting. Also, the little UAV helper drone you get at the end of the level provides a welcome change, just as you move through the last stretch to the final showdown.

**RICKARD:** From a more general gameplay perspective, the first and second Downzone levels at the middle of the game also stand out. We were allowed to first relax from the intense fighting in La Ballena with a more social snapshot of the less favored, and then in the following level we then ramp up the combat again, but now with a severe blocker to the playerís abilities while presenting enemies with a very different, more desperate behavior set.

Coming out of that and regaining the full set of abilities is a reminder to the player of what he or she has taken for granted.

*6. Which weapons are your favorites in the game?*

**VILJAR:** One of them is definitely the thermite gun. Not just because itís powerful and has nice flame FX, but it almost got cut from the single-player campaign. We had some tough choices to make about what to do in the last section of The Wall level. The thermite gun hadnít been used properly yet, and was on the chopping board.

We decided to try out a few different things, and the approach we were happiest with was the thermite. After some effort, we managed to give the player a powerful weapon, with lots of explosions and burning enemies, while still providing a challenge.

**RICKARD:** Two other hidden gems are the secondary fire of the TAR-39 and the COIL. When the TAR-39 on-impact grenades are used effectively, the player will get enemies being blown over cover, flying up into the air toward the camera. It is a very common weapon in the game that can give the player many memorable moments.

For the COIL, the secondary fire sniper mode is so precise and powerful that you instantly kill almost all enemies. If handled correctly, it can help the player through some really tough fights, where the aim assist makes for very visual close-range ìgibbingî and long-range kills. It is a rare weapon, mainly carried by EuroCorpís electro armor enemy throughout the last three levels of the game.

*7. How does the game encourage players to use the technology such as breaches rather than just shoot their way through?*

**VILJAR:** The game is balanced in such a way that you need to use all the tools at your disposal. If you try to play it as a regular shooter and rely on weapons only, then it will be very, very hard. Just using guns doesnít feel right, either. You need to use breaches together with weapons for the optimal experience, and even if many players start by playing Syndicate as a regular shooter, as they get into trouble, we see them start experimenting with the tools we provide them with, and they start having more fun.

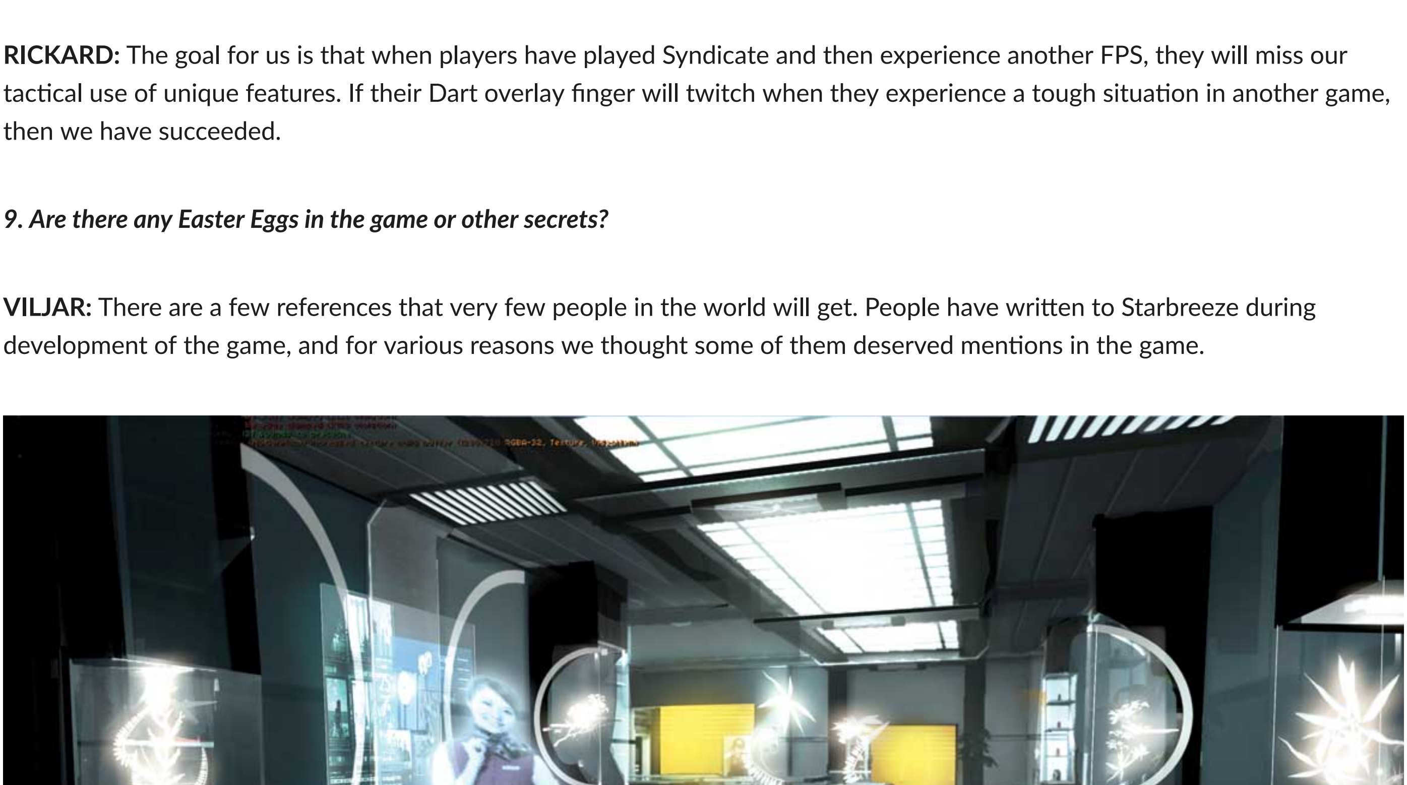
*8. What do you want gamers to get out of this game?*

**VILJAR:** We hope the players who remember the old games will see the kinship with our version of Syndicate, but most of all we want players to experience an intense shooter that provides a different challenge than a lot of current FPS games.

**RICKARD:** The goal for us is that when players have played Syndicate and then experience another FPS, they will miss our tactical use of unique features. If their Dart overlay finger will twitch when they experience a tough situation in another game, then we have succeeded.

*9. Are there any Easter Eggs in the game or other secrets?*

**VILJAR:** There are a few references that very few people in the world will get. People have written to Starbreeze during development of the game, and for various reasons we thought some of them deserved mentions in the game.



**RICKARD:** We also recommend reading the Infobank, and more specifically the Business card collectables. These contain intertwined mini-stories, giving the player multiple points of view of related events and they connect the different levels beyond the playerís direct story. Sometimes they are also used to add flavor to the specific location where they were found.

We have also worked with organizations and locations in the Infobank to give those who want it a delicate portrait of international politics in the world of Syndicate.

*10. Are there any tactics or tricks players may not realize or pick up easily that could help them during the game?*

**VILJAR/RICKARD:** The liquid armor enemy can be killed by a melee blow after his liquid armor has been breached and disposed of (which is approximately at half of his normal health).

In the UAV launch area, where you use the SWARM, it is possible to shoot out the UAV reload magazines at the bottom of the UAV towers before they activate (making the encounter far easier).

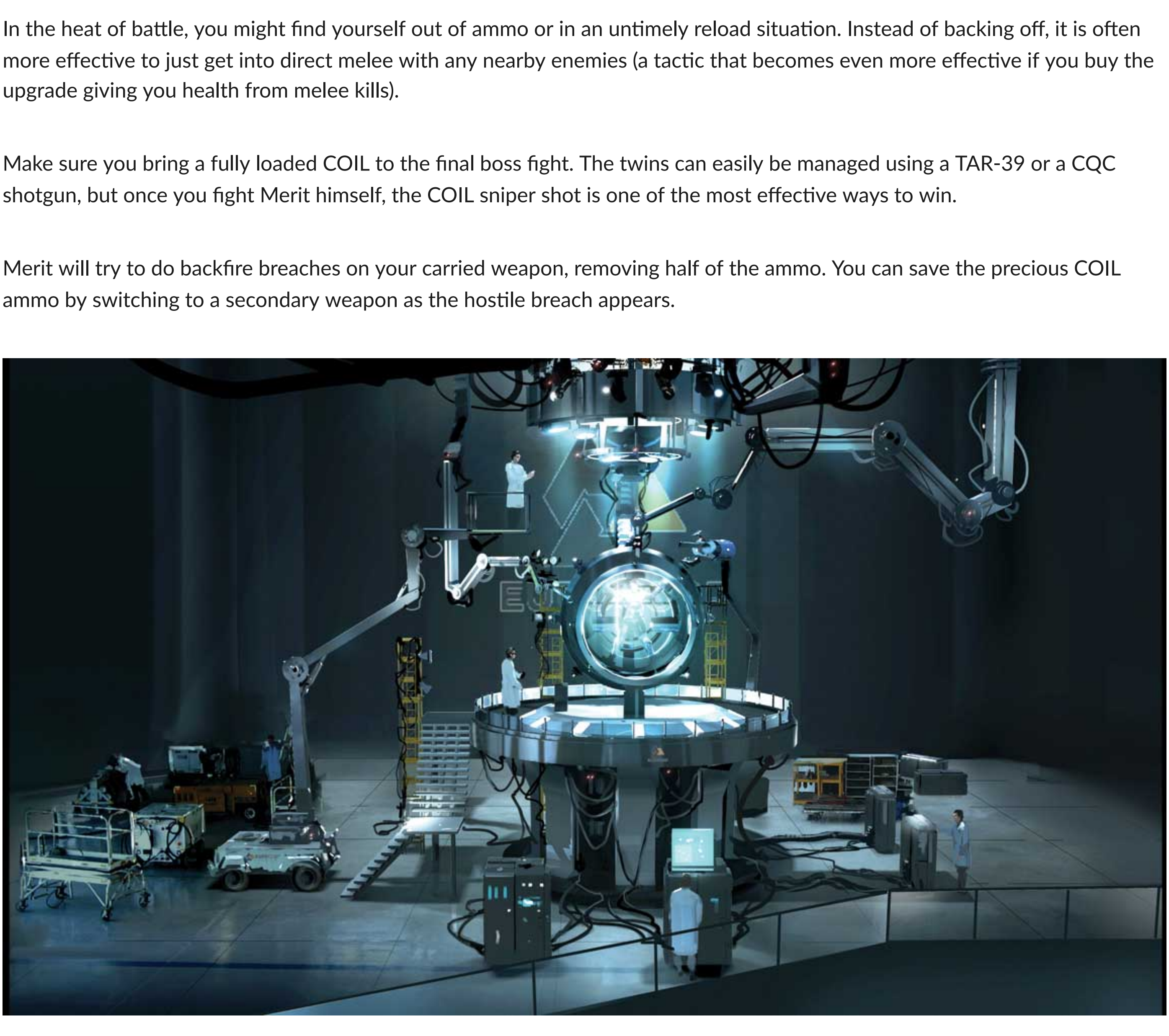
Also, once you have reached the top floor in the UAV room, itís often more effective to just sprint to the control room, blowing up all remaining UAVs at the remote self-destruct trigger.

Liquid armor and reactive soldiers can be quite aggressive in their attacks. Persuading a regular soldier nearby that ally will both draw fire and the attention of the mini-boss, allowing you to find good flanking positions.

In the heat of battle, you might find yourself out of ammo or in an untimely reload situation. Instead of backing off, it is often more effective to just get into direct melee with any nearby enemies (a tactic that becomes even more effective if you buy the upgrade giving you health from melee kills).

Make sure you bring a fully loaded COIL to the final boss fight. The twins can easily be managed using a TAR-39 or a CQC shotgun, but once you fight Merit himself, the COIL sniper shot is one of the most effective ways to win.

Merit will try to do backfire breaches on your carried weapon, removing half of the ammo. You can save the precious COIL ammo by switching to a secondary weapon as the hostile breach appears.



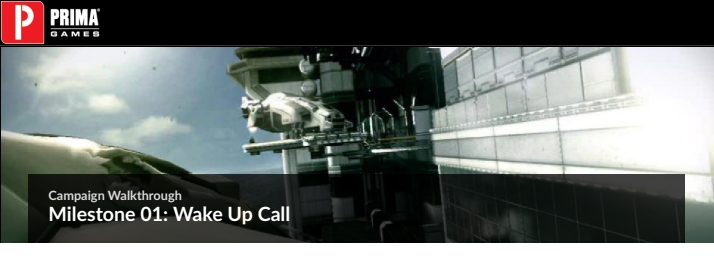
As a general rule, environment breaches are always advantageous. Be on the lookout for environment breaches that have to be timed to affect enemies.

*11. How is it different to design a level for single-player compared to four-player co-op? Is it just more enemies or do you design it to encourage players to work together?*

**VILJAR:** Co-op missions need to take into account that there can be four players simultaneously, and they all need their space, so these levels are naturally more spacious, with broader corridors, etc. Many of the co-op enemies have been designed to be extremely hard to take out on your own, usually requiring players to coordinate their attacks. There are also usually more enemies and continuous respawns in a co-op combat encounter compared to single-player.

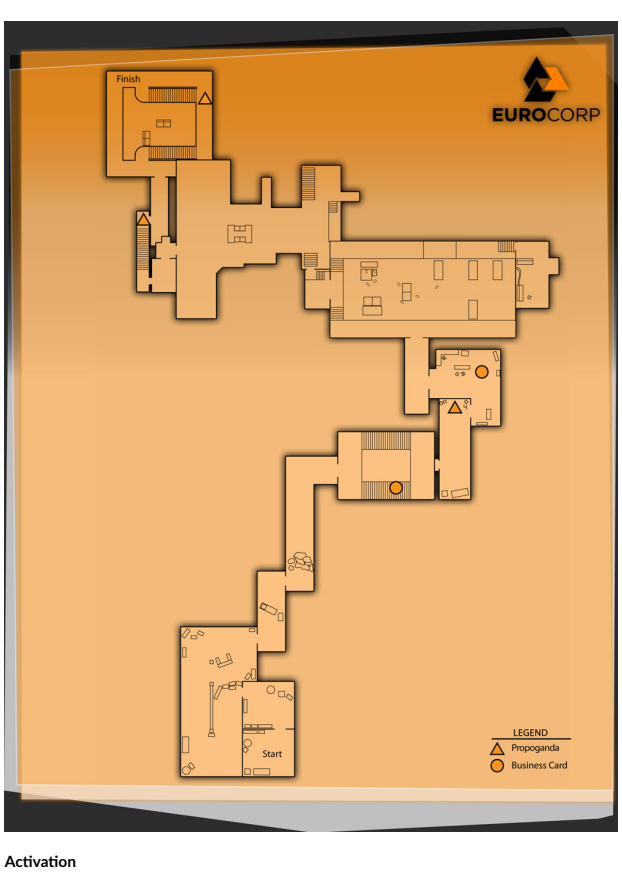
*12. Why did you not choose to include a competitive multiplayer segment to the game?*

**VILJAR:** We thought that the areas where we could stand out most from other games were with our single-player campaign and co-op. There are games out there that do competitive multiplayer really well, and for us to go up against those games would take a lot of resources, probably to the detriment of the rest of the game, a risk we were not willing to take.

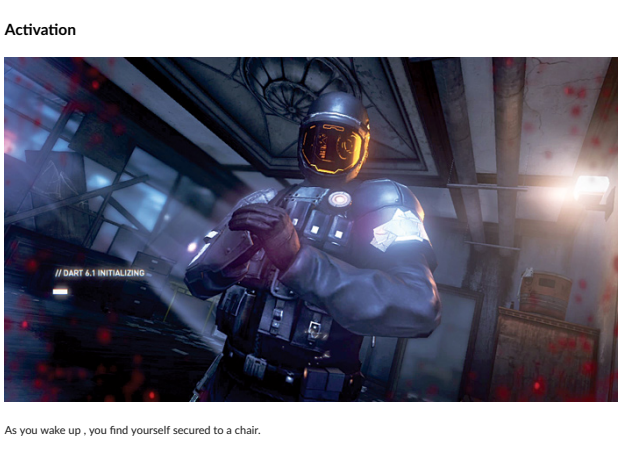


Campaign Walkthrough

# Milestone 01: Wake Up Call



## Activation



As you wake up , you find yourself secured to a chair.

A helmeted guard begins beating you as part of a "waking up" process. As he hits you, your DART chip begins initializing.

As it boots up, you begin receiving information that will help you know what you need to do to get out of this situation.

### New Agent Feature

**PERFORMANCE** : INTERACTION

**/ AGENT OPERATIONS MANUAL**

**Entry:** Tactical combat (melee)
**Type:** Agent functionality

**BASIC FUNCTIONALITY**

**Execute:** Press the melee button when in close proximity to an enemy to take it down with an instant melee attack.
**Stomp:** Press the melee button when standing above a downed or wounded target to instantly eliminate it.

**INTEL FEED**

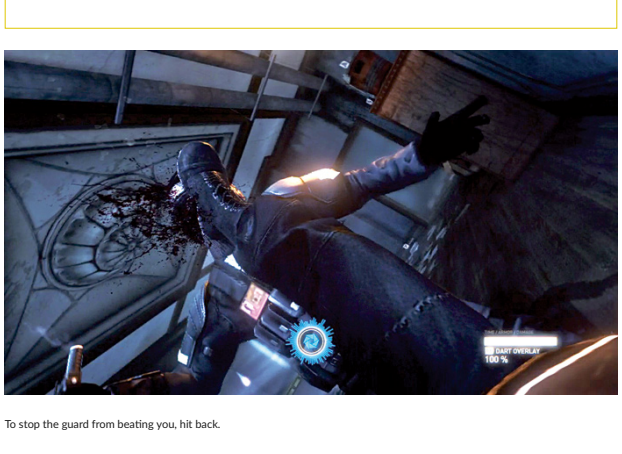
Adaptable neuro-implants and sensory-reflexes enhance the speed and force applied by an Agent in close combat.

Against normal consumers and enforcers, an Agent's capacity is unmatched, leaving only a few armored or specially trained enemies that can defend or even surpass the attack.

/ Extention.tac: break_through

Melee techniques can also be used to break chains, smash through weakened doors and walls, as well as stomp through broken floors and gratings.

/ end of entry



To stop the guard from beating you, hit back.

Press the melee button to start kicking the guard and knocking him away from you. Then press the action button repeatedly to break your bonds and get out of the chair.

### New Agent Feature

**PERFORMANCE:** INTERACTION

**/ AGENT OPERATIONS MANUAL**

**Entry:** Resources (interaction)
**Type:** Agent functionality

**BASIC FUNCTIONALITY**

**Use:** Press and hold the action button when close to an interaction point to use it.
**Use Effort:** Some interactions demand repeated effort. Press and hold the action button to start interaction and then tap the action button repeatedly until you succeed.
**Climb Ladder:** Face the ladder and walk into it to automatically start climbing. Once on a ladder use normal navigation to go up or down.

**INTEL FEED**

DART displays interaction points when they are at medium range.

/ end of entry

### New Agent Feature

**DART CHIP** : TACTICAL OVERLAY

**/ AGENT OPERATIONS MANUAL**

**Entry:** Chip mechanics (DART overlay)
**Type:** Chip functionality, Combat offense/defense

**FUNCTIONALITY**

**Success:** Press the overlay button to toggle the DART overlay and overclock the chip systems, providing a range of extended features.
**Failure:** DART overlay consumes stored energy. Once the energy bar is empty, the overclocking shuts down.

**INTEL FEED**

/ Extention.tac01: information.processing

DART overlay speeds up the Agent's information processing ability at the same time as increasing the response rate of all the Agent's implants, effectively slowing down the perception of time.

/ Extention.tac02: meldware.tracking

Through a mixture of auditory filtering, visual tracking and chip detection, all enemies that have previously been spotted will be marked and visibly tracked, displaying their internal chip systems when visible and predicting their position when behind cover and otherwise out of sight.

This allows breaching and, for sniper rifles, aimed shooting at targets behind cover.

/ Extention.tac03: metabolistic.overdrive

Due to overclocking of the metabolistic processors, the damage taken by an Agent is reduced.

/ Extention.tac04: sensory.synchronization

The high synchronization with DART and increased efficiency of internal implants allow the Agent to effectively deal more damage to opponents.

/ Extention.tac05: adrenaline.resurge

Killing enemies provides an adrenal surge that is instantly converted by the overclocked processors, refilling your energy bar, extending the DART overlay time frame.

/ end of entry

### New Agent Feature

**DART CHIP** : IPA

**/ AGENT OPERATIONS MANUAL**

**Entry:** DART chip (IPA)
**Type:** Chip functionality, Energy consumption

**FUNCTIONALITY**

**Success:** Eliminating enemies and performing breach spikes generates adrenaline for the IPA bar.
**Additional:** Adrenaline is gathered and fed automatically into the APPs and the IPA energy bar (for DART overlay).

**INTEL FEED**

/ Extention.tac: excessive_killing

The adrenaline excess is converted into energy which is used to power the breach Applications and maintaining DART Tactical Overlay.

Killing enemies with a Headshot or successfully maintaining a Rampage kill streak generates more adrenaline than normal liquidation kills.

/ Database log entry: G_67101

All Agents are equipped with an Emotional Dampening System designed to smooth out emotional high and lows.

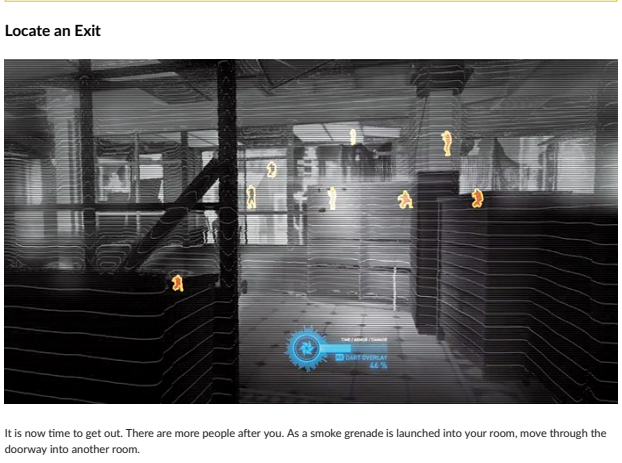
Hooked directly to the endocrine system, it intercepts adrenaline produced by the Agent's system and converts it to stored energy, keeping the Agent's adrenal levels at a stable level.

Killing enemies causes a burst of adrenaline to be created that is intercepted by the EDS.

Killing civilians does not generate a large enough surge of adrenaline to be intercepted by the EDS.

/ end of entry

## Locate an Exit



It is now time to get out. There are more people after you. As a smoke grenade is launched into your room, move through the doorway into another room.

Press the overlay button and you will be able to see enemies in an adjacent building as orange outlines. Orange in the DART overlay represents threats.

The overlay stays active only for a few seconds before it deactivates on its own. You can also press the overlay button again to deactivate it manually.

The DART overlay recharges over time so you will be able to use it again soon. Make your way through the rubble in the rooms as quickly as you can. You will get hit and hurt if you stay in one place.

### New Agent Feature

**PERFORMANCE:** NAVIGATION

**/ AGENT OPERATIONS MANUAL**

**Entry:** Tactical movement (navigation)
**Type:** Agent functionality

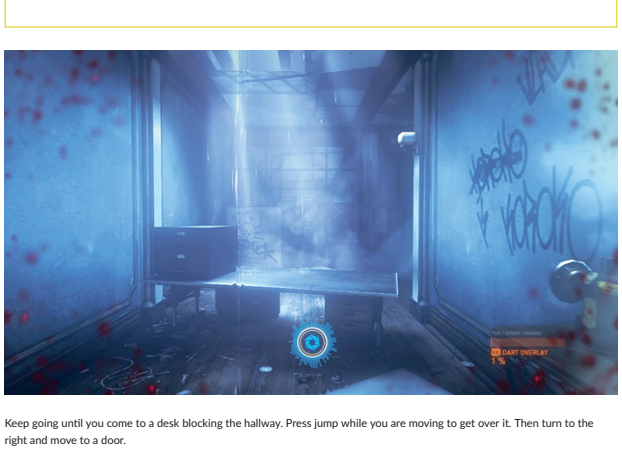
**BASIC FUNCTIONALITY**

**Basic Movement:** Press and hold the movement stick to move around. Maximum input forward triggers a slow run.
**Low Profile:** Press the crouch button to toggle crouched movement.
**Fast Movement:** Press the sprint button while moving forward to toggle limited sprint. Press the crouch button while sprinting to slide. Sprinting and sliding makes you harder to hit.
**Acrobatics:** Press the jump button while standing or moving to jump. Standing by cover will make you jump over the cover. Press the jump button while sprinting for long jumps.

**INTEL FEED**

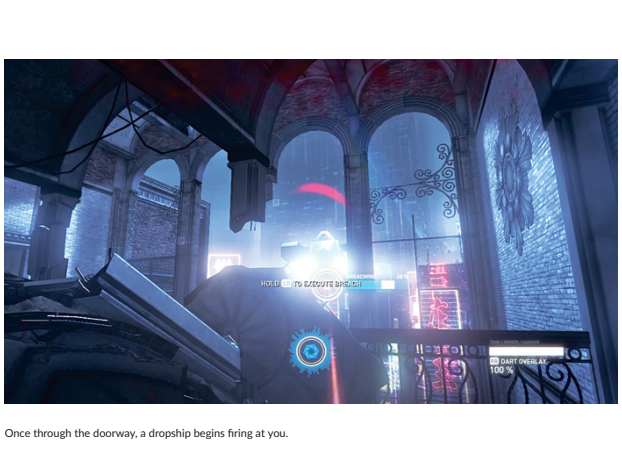
Artificial steroid glands and augmented cybernetics, combined with bio-engineered muscle and bone structures, allow Agents to use enhanced physical properties and reflexes.

/ end of entry



Keep going until you come to a desk blocking the hallway. Press jump while you are moving to get over it. Then turn to the right and move to a door.

Hold down the action button to begin to open it, then press the same button repeatedly to finish opening the door so you can go through.



Once through the doorway, a dropship begins firing at you.

Hold down the breach button until the blue fills the bar at least to the white band in order to disable the turret.

Releasing the button too early results in a failed breach attempt.

### New Agent Feature

**BREACHING:** BASICS

**/ AGENT OPERATIONS MANUAL**

**Entry:** Breaching mechanics (basic)
**Type:** Chip functionality

**FUNCTIONALITY**

**Success:** Press and hold the breach button to perform the breach. The breach will be complete once the progress bar is full.
**Failure:** Releasing the breach button too early will cause the breach attempt to fail, and the breach will have to be restarted.

**INTEL FEED**

Breaching is the action of hacking a target chip, exchanging data or violating core functionality.

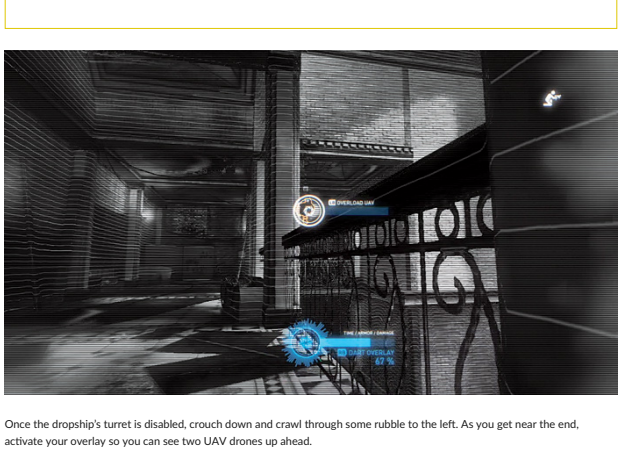
This includes breaking down environment systems, but also using firmware Applications to override chip-based gear (weapons/grenades/armor), and planting malicious firmware inside a chipped target's brain.

/ Extention.tac: breach_spike

It is possible to attempt a Breach Spike by releasing the breach button once the progress bar has entered the critical zone (marked by the solid block on the progress bar).

Successful Breach Spike will complete the breach and cause you to gain energy to power your chip applications.

/ end of entry

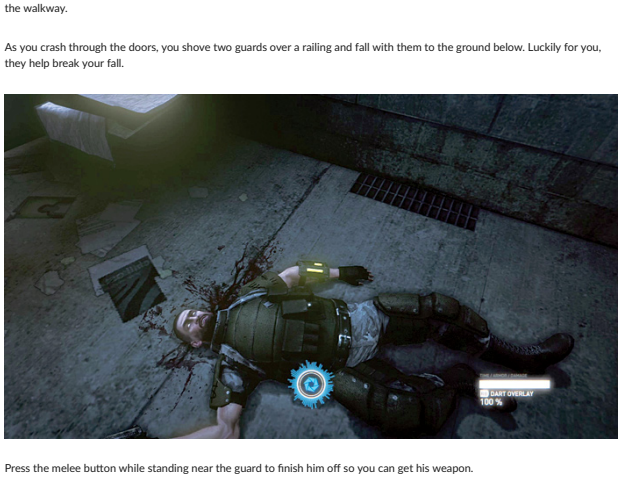


Once the dropship's turret is disabled, crouch down and crawl through some rubble to the left. As you get near the end, activate your overlay so you can see two UAV drones up ahead.

Move until you have a line of sight to one and then disable it. Continue moving until you can disable the second drone.

Keep moving along the walkway. Then hold down the sprint button as you move to break through a pair of doors at the end of the walkway.

As you crash through the doors, you shove two guards over a railing and fall with them to the ground below. Luckily for you, they help break your fall.



Press the melee button while standing near the guard to finish him off so you can get his weapon.

### New Agent Feature

**PERFORMANCE:** PICKUPS

**/ AGENT OPERATIONS MANUAL**

**Entry:** Resources (pickups)
**Type:** Agent functionality

**BASIC FUNCTIONALITY**

**Pickup:** Press and hold the action button briefly while close to a pickup object to add it to your inventory. If one of your two weapon slots is empty, picking up a new weapon will automatically add it to that slot.

**INTEL FEED**

Pickups include weapons and business cards.

/ Extention.tac: auto_pickup

Ammunition for your current weapons will automatically be gathered as you step over it.

/ Extention.tac: weapon_swap

Picking up weapons while the two inventory slots are full will instead swap your current weapon for the one on the ground.

/ end of entry

### APP-3

**/ PRODUCT SUMMARY**

**Model:** APP-3
**Manufacturer:** Aser-Tellinger Ind. (license owner, I.I.A.)
**Projectile:** .45 (semi/burst), 18-round clip
**Weight:** 18.2 oz. (516 g)

**TACTICAL SUMMARY**

**Primary Fire:** Single shot "RapidFire®" semi automatic
**Secondary Fire:** 3-shot burst secondary fire mode
**Additional:** Fast reload

**INTEL FEED**

Licensed production by 26 manufacturers, worldwide, makes this the standard sidearm for private security agencies across the globe. It's safe, reliable and very easy to use thanks to the "RapidFire®" action trigger system. The .45 bullets are easy to manufacture and readily available in abundance.

In reference to its popularity, an independent survey stated that APP-3 handguns were used in more than 47 percent of urban shootings in America, 2065.

The secondary fire burst mode allows an even greater rate of fire, although with its limited recoil dampening, the APP-3 suffers from significant climb when fired this way.

/ end of entry

### New Agent Feature

**COMBAT:** RANGED

**/ AGENT OPERATIONS MANUAL**

**Entry:** Tactical combat (ranged firearms)
**Type:** Agent functionality

**BASIC FUNCTIONALITY**

**Primary Fire:** Press the fire button to fire the current weapon.
**Secondary Fire:** Press and hold the aim button to use a weapon's zoom or precision aim. Certain weapons have a lock-on functionality instead of zoom. Pressing the aim button for those weapons will instead lock on to the target.
**Switch Weapon:** Press the switch weapon button to change your equipped weapon, switching between two weapon slots.
**Fire Mode:** Press the fire mode button to toggle the equipped weapon's fire mode. Not all weapons have a secondary fire mode.

**INTEL FEED**

The DART chip calculates trajectories and target positions, predicting and calibrating an Agent's aim for optimized target elimination.

The Agents, in turn, are designed from the best bio-genetic stock, enhanced and grafted with extensive training through neural high-capacity simulations.

Combined with the most advanced firepower available, Agents are the deadliest tools in the war for market shares.

/ Extention.tac: out_of_ammo

If you are completely out of ammunition for your current weapon and attempt to fire, you will automatically swap to your other weapon, if it carries any ammunition.

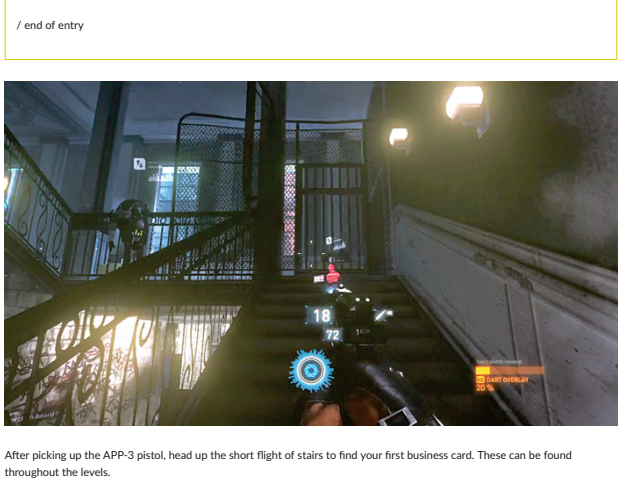
/ Extention.tac: heavy_weapons

Vehicle-based weaponry and firearms designed specifically for Agents can be used to enhance the firepower.

These weapons can be carried in addition to the two basic weapon slots, but once you switch, the heavy weapon is dropped.

The only exception is the massive Harbinger G290 Minigun, which needs to be strapped to an Agent's body, effectively disabling any other weapon choice.

/ end of entry



After picking up the APP-3 pistol, head up the short flight of stairs to find your first business card. These can be found throughout the levels.

Once you have picked it up, move back down the stairs and press the action button to break open the gate so you can move into an alley.

### New Personal Log

**MICHAR SAWAN**

**/ PROFILE ENTRY**

**Name:** Michar Sawan
**Age:** 51
**Position:** Nano Engineer
**Affiliation:** EuroCorp
**Clearance:** Grade 23

**LOGGED ENTRY**

/ EC.Manhattan_District3_4221_excerpt: internal_call

"I know, sir. No one can find Doctor Sawan. I've already tried that number a dozen times."

"Yes, I am aware of that, sir."

"I'll tell you what I told the security commission. After he and Dr. Drawl came back from Reykjavik and the C3 conference, Sawan uploaded all of his research data, and I mean all of it, to his personal computer and then left again. He told me he was going to our Boston facility and would be back in 'two to three days.'"

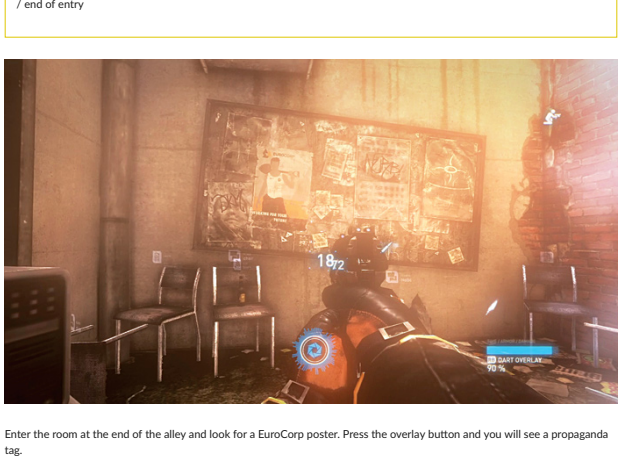
"No sir, but apparently he never arrived and it was only the next day that we discovered he had wiped the databanks clean of everything published under his name."

"We've got a team here trying to recover what they can, but it's not looking good."

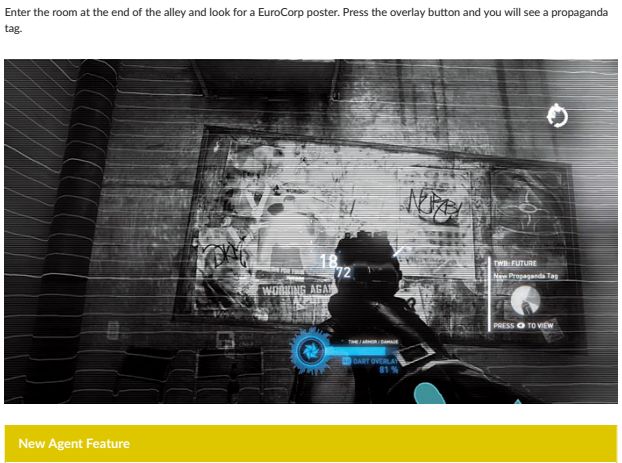
"No, sir, they estimate 15 to 20 percent."

"Sir? Sir, are you there?"

/ end of entry



Enter the room at the end of the alley and look for a EuroCorp poster. Press the overlay button and you will see a propaganda tag.



### New Agent Feature

**DART CHIP:** PROPAGANDA

**/ AGENT OPERATIONS MANUAL**

**Entry:** Propaganda Scanning (DART overlay)
**Type:** Dart overlay extension, data gathering

**FUNCTIONALITY**

**Success:** Press the overlay button while looking at a propaganda message to register it in the infobank.
**Additional:** If you are too far away to scan, the message is scrambled.

**INTEL FEED**

/ associative.Presence: Consumer Care

Linking directly into the chip and brain of consumers, Syndicates can now push messages and emotions, deliberately changing the target's preferences and state of mind.

Consumer messages are associatively connected to the corporate brand and iconic statements of the Syndicate.

/ propaganda: Disruptive Branding

**Warning:** Reports from Downzone raids indicate the presence of Dataverse graffiti. Religious and political groups push subliminal messages and anti-Syndicate propaganda to chipped inhabitants.

Please scan and transfer global coordinates of any disruptive messages to Central Intelligence.

/ end of entry

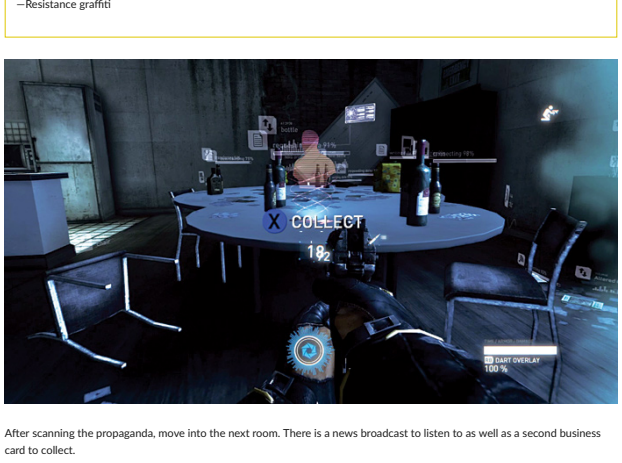
### New Propaganda Tag

**TWB:** FUTURE

**"Working for Your Future"**

**"WORKING AGAINST A FUTURE"**

—Resistance graffiti



After scanning the propaganda, move into the next room. There is a news broadcast to listen to as well as a second business card to collect.

Once you have explored this room, head through the next doorway and out into a corridor. Turn to the right and then enter a warehouse area where boxes of toys are stacked.

### News Update

**ECNN—SPECIAL REPORT**

**/ DATA ENTRY**

**Entry:** ECNN Manhattan Focus, Special Report
**Type:** Local News

**INTEL FEED**

/ NewsCast.Aspari: Manhattan Focus / Lisa Hart

**Excerpt:** EuroCorp consumers can rest easy knowing that the Downzone terrorist known as "LOGOS" may soon be in custody. Early this morning, the EuroCorp Security Agency joined with City Police to carry out a series of raids to tighten the noose around the murderer believed to be responsible for the Diamond Hill bombing last month.

That attack claimed over six hundred lives and caused damage to EuroCorp in excess of a hundred and twenty million dollars.

According to today's official statement, members of terrorist cells responsible for the bombing had been under surveillance by EuroCorp for weeks before the swoop, and at least one Agent was involved.

As always, EuroCorp consumers are advised to avoid the Downzone at all times because— remember—"Without chip technology, no one is ever safe."

After the break we take a look at how young EuroCorp consumers are using Memory Modification Software to spice up their dating. Don't go away!

/ end of entry

### New Personnel Log

**BOBBY DALTON**

**/ PROFILE ENTRY**

**Name:** Bobby Dalton
**Age:** 56
**Position:** N/A
**Affiliation:** N/A
**Clearance:** Unknown

**LOGGED ENTRY**

/ Mail.log_BobDalton3122980

Son, I'll be the first to admit there are certain fundamental truths in life that must be grasped to get ahead. Most I can teach you nothing about, as I'm sure your mother has told you, but there's one area where I do possess some knowledge—poker.

Many will tell you that poker is a game of chance, while others claim skill is the deciding factor. Both are wrong. Poker is a game designed to test the limits of human ingenuity. You need to outwit your opponents, but that won't happen as long as you play by their rules.

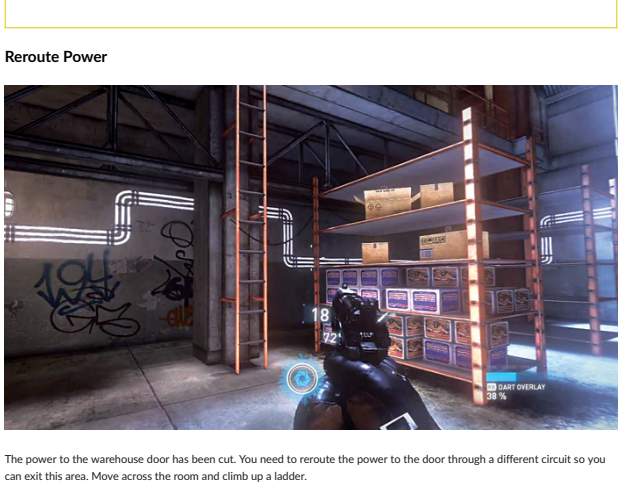
Not with the material and skill set you've got to work with. I'm being honest now, son, as my old man was with me. If you can't win with what you've got . . . well, then you've got to find some other edge, don't you? Some will call this cheating, but the real name for it is adaptation.

The same basic driving force that got humanity out of those caves and planted us firmly at the top of the food chain all those years ago.

When your mother lets me visit next time, I've got some tricks to show you—tricks that have served me well. I've got another game tonight, but I'll call tomorrow. If things go well, as I expect they will, I might even bring you a present.

/ end of entry

## Reroute Power



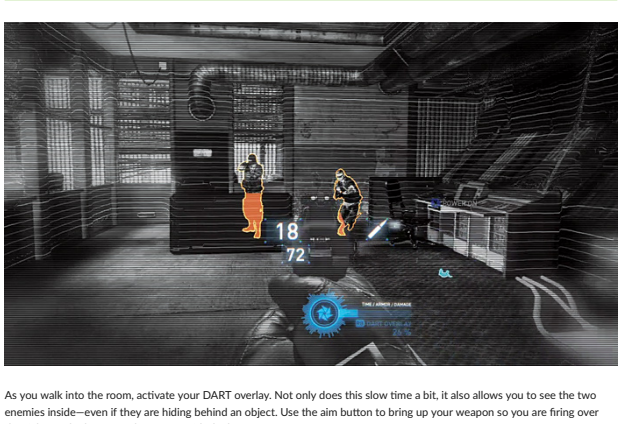
The power to the warehouse door has been cut. You need to reroute the power to the door through a different circuit so you can exit this area. Move across the room and climb up a ladder.

At the top, follow the catwalk to the right and head up the steps before moving through the door. Be ready for some action inside.

### Tip

The APP-3 has two firing modes. Before entering the room switch to three-shot burst. This fires off three rounds each time you pull the trigger.

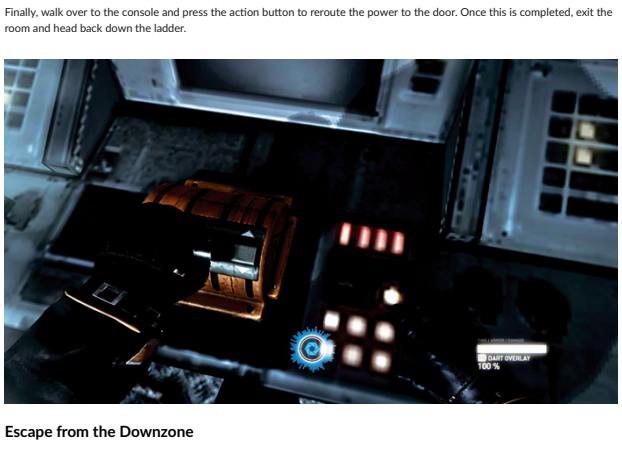
Since the gun tends to rise while firing off the three rounds, aim at the lower part of your target's torso so that all three rounds hit the target. A well-aimed burst usually takes down these enemies.



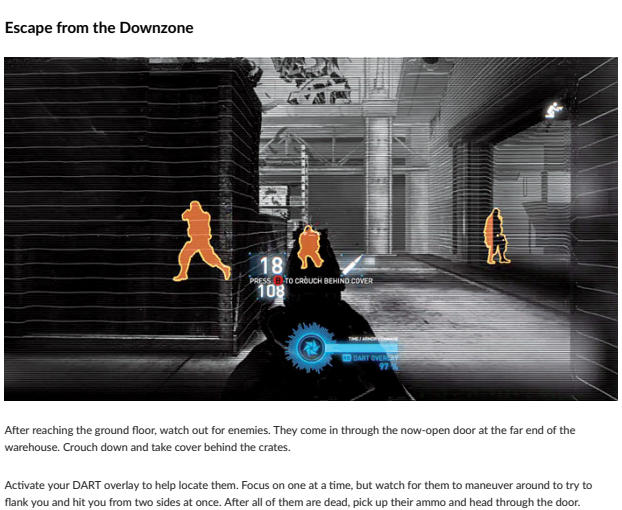
As you walk into the room, activate your DART overlay. Not only does this slow time a bit, it also allows you to see the two enemies inside—even if they are hiding behind an object. Use the aim button to bring up your weapon so you are firing over the sights and take aim at the enemy with the least amount of cover.

Shoot until his outline turns blue to indicate he is neutralized, then go after the other enemy. After both are dead, move forward and pick up their ammo by walking over their pistols. Then be sure to reload your weapon so your are ready for the next combat.

Finally, walk over to the console and press the action button to reroute the power to the door. Once this is completed, exit the room and head back down the ladder.



## Escape from the Downzone



After reaching the ground floor, watch out for enemies. They come in through the now-open door at the far end of the warehouse. Crouch down and take cover behind the crates.

Activate your DART overlay to help locate them. Focus on one at a time, but watch for them to maneuver around to try to flank you and hit you from two sides at once. After all of them are dead, pick up their ammo and head through the door.

### New Agent Feature

**DART CHIP:** RAMPAGE

**/ AGENT OPERATIONS MANUAL**

**Entry:** Combat mechanics (rampage)
**Type:** Chip functionality, Combat offense

**FUNCTIONALITY**

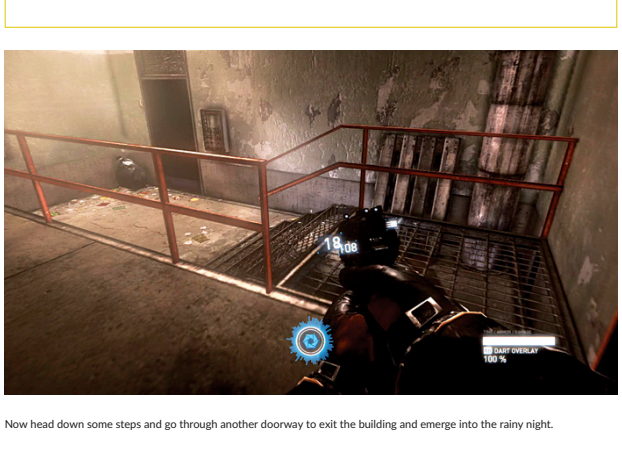
**Success:** Killing enemies in quick succession generates an additional burst of energy. If an enemy is killed within 3 seconds of another, 25 bonus energy is generated. Each additional rampage kill increases the bonus energy received by a further 25 energy (to +50, +75, +100, etc.).
**Failure:** The bonus resets if another enemy is not killed within the time period.

**INTEL FEED**

/ Database log entry: R_11450

Performing rampage kills is a good way to recharge your Backfire, Suicide, and Allegiance breach applications at a much higher rate.

/ end of entry



Now head down some steps and go through another doorway to exit the building and emerge into the rainy night.

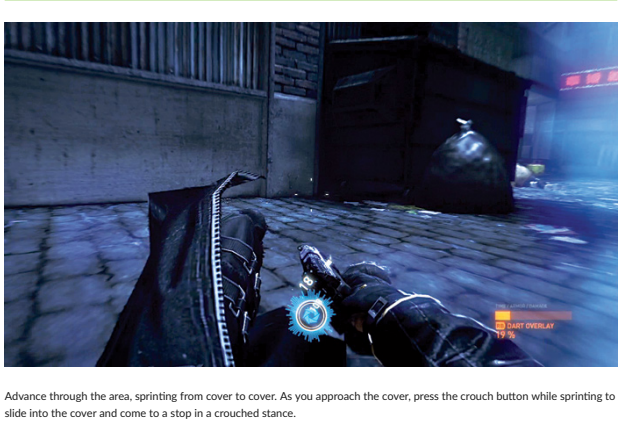
More enemies are in this area. As you turn the corner to the left, several pop out from cover and start shooting at you. Activate your DART overlay and start returning fire.

When the DART exhausts its power, move back behind cover, reload, and wait for it to recharge. You can engage in combat without it; however, you are more susceptible to damage and must fight at normal speed.

There are several civilians in this area. They appear as blue outlines in DART. Ignore them since they only duck or run for cover and do not pose a threat to you.

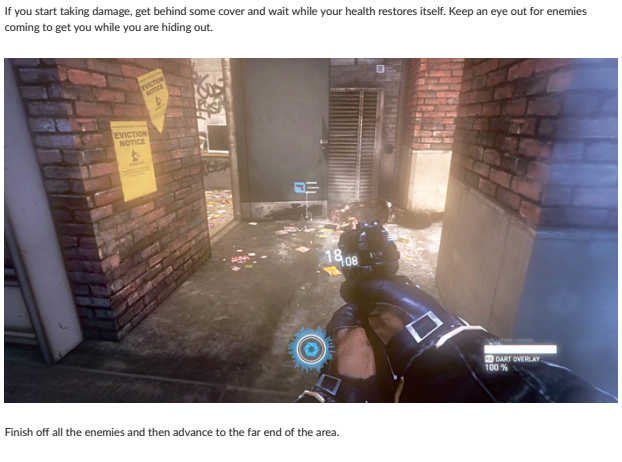
### Tip

Explosive containers also show up with an orange outline in your DART view. If an enemy is next to one, shoot the container for a quick kill.



Advance through the area, sprinting from cover to cover. As you approach the cover, press the crouch button while sprinting to slide into the cover and come to a stop in a crouched stance.

Watch out for the enemy on an upper level. Wait for him to look up over the cover and take him out before he can shoot you. If you start taking damage, get behind some cover and wait while your health restores itself. Keep an eye out for enemies coming to get you while you are hiding out.



Finish off all the enemies and then advance to the far end of the area.

Before heading through the doorway and back indoors, but sure to pick up an assault rifle dropped by one of the enemies. You can carry it along with your pistol and it offers a lot more firepower.

### KUSANAGI

**/ PRODUCT SUMMARY**

**Model:** Kusanagi ACR-10
**Manufacturer:** Takashi Corp. (license owner, Tao)
**Projectile:** 7.52 mm (auto/single), 24-round clip
**Weight:** 18.3 lb (8.3 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Automatic fire primary mode
**Secondary Fire:** Single-shot, overpressurized projectiles, breaking through low-grade covers.

**INTEL FEED**

For over a century, the ACR-10 has serviced elite combat units in war zones across the world.

In 2063, licensed production was granted for Cayman Global by the Takashi Corporation Advisory Board to counter Aspari's growing influence in the Mexican Gulf. The rifle has therefore now become a standard-issue combat rifle within the Cayman Global elite assault units.

In 2067, four more Syndicates were granted production rights. Due to its versatility, availability, and its unique penetration capabilities, the Kusanagi ACR-10 is now widely used in Syndicate elite forces.

The Kusanagi ACR-10 is a mid- to long-range gas-operated assault rifle that uses the revolutionary Overpressurized Hyper-velocity Firing System to allow the operator to shoot through ordinarily impenetrable material.

/ end of entry

### New Location Intel

**REGION:** NEW YORK

**/ LOCATION PROPERTIES**

**Area:** New York (city)
**Affiliation:** EuroCorp
**Center of Power:** EC Manhattan Office, The Spire
**City Area:** 520.2 sq mi (1347.31 km2)
**Consumer Market:** 26,233,450 (city) / 63,197,808 (greater metropolitan area)

**INTEL FEED**

/ Excerpt_ethnicity.survey2065-441

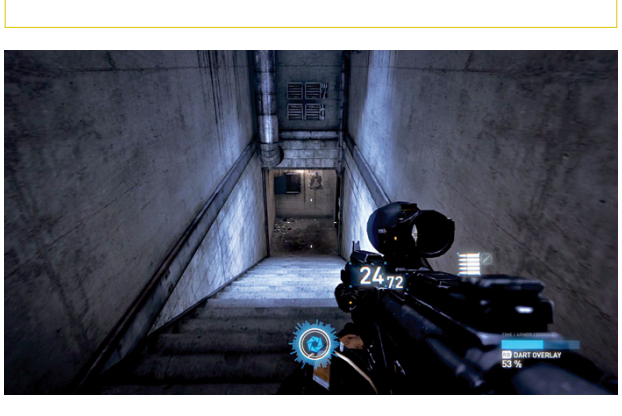
New York City, largest and most populous urban area on mainland USA. EuroCorp 2065 population survey identified over 45 distinct ethnic groups and 37 spoken languages in Downzone districts. Upzone standardized to English speaking only after the Skyward migration.

/ intel_ECnet log 661328-02

Chip integration within Upzone areas confirmed at 98.5%. Chip integration within Downzone areas unconfirmed but believed to be sub 3%.

Known subverter groups residing in Downzone: TWB (Towers Will Burn), believed to be a splinter of international terrorist group CONFA. Current base of operations unknown.

/ end of entry



CONTROLS YOU

After picking up the assault rifle, move through a small room and then down a flight of stairs. At the foot of the stairs, take a look at the poster. Activate the DART overlay and you can see some propaganda that was added to the poster.

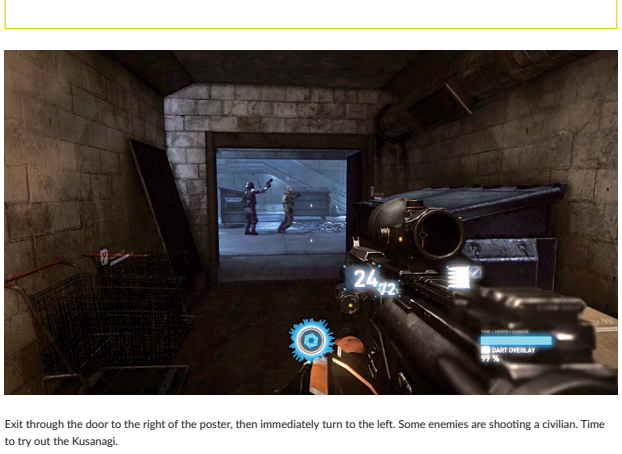
### New Propaganda Tag

**TWB:** CONTROL

**"Cares for You"**

**"CONTROLS YOU"**

—Resistance graffiti



Exit through the door to the right of the poster, then immediately turn to the left. Some enemies are shooting a civilian. Time to try out the Kusanagi.

Make sure it is in primary fire mode so it fires in automatic rather than single shot, then take aim and kill the enemies. Use DART to help locate them and slow down time if necessary.

Move out into the courtyard and head to the right toward a flight of stairs. There is a poster near the stairs, so be sure to look at it using the DART to see the propaganda message and record it.

Once you have done this, you have found all three pieces of propaganda in this level.

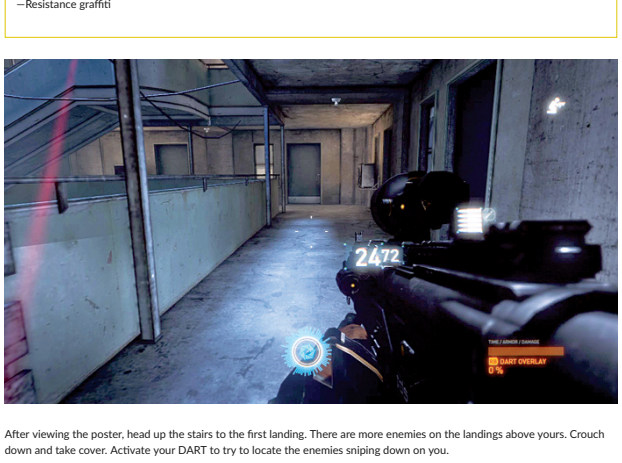
### New Propaganda Tag

**TWB:** SURVEILLANCE

**"A New Era"**

**"... OF SURVEILLANCE"**

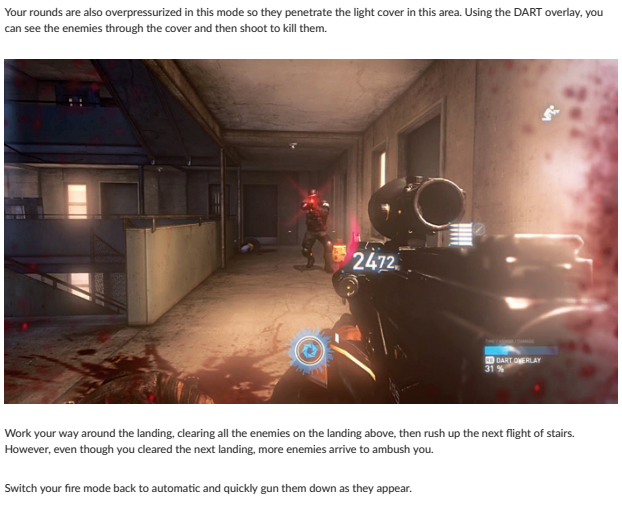
—Resistance graffiti



After viewing the poster, head up the stairs to the first landing. There are more enemies on the landings above yours. Crouch down and take cover. Activate your DART to try to locate the enemies sniping down on you.

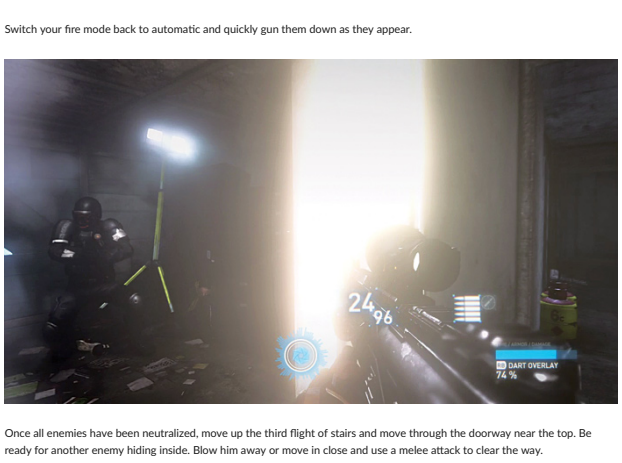
The Kusanagi is a great weapon for this area. Switch the first mode to single shot. In this mode, when you press the aim button, you look through the scope.

Your rounds are also overpressurized in this mode so they penetrate the light cover in this area. Using the DART overlay, you can see the enemies through the cover and then shoot to kill them.

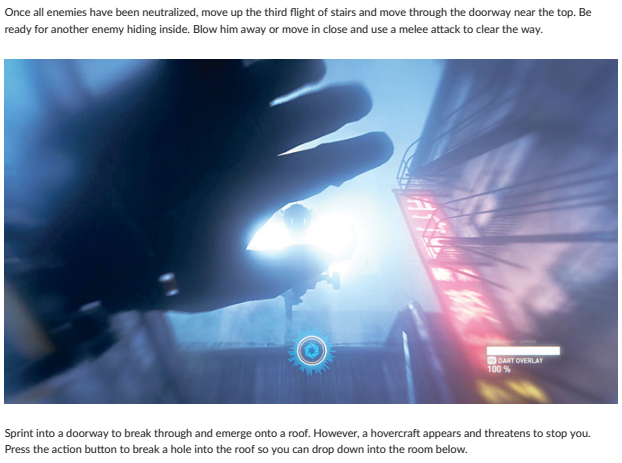


Work your way around the landing, clearing all the enemies on the landing above, then rush up the next flight of stairs. However, even though you cleared the next landing, more enemies arrive to ambush you.

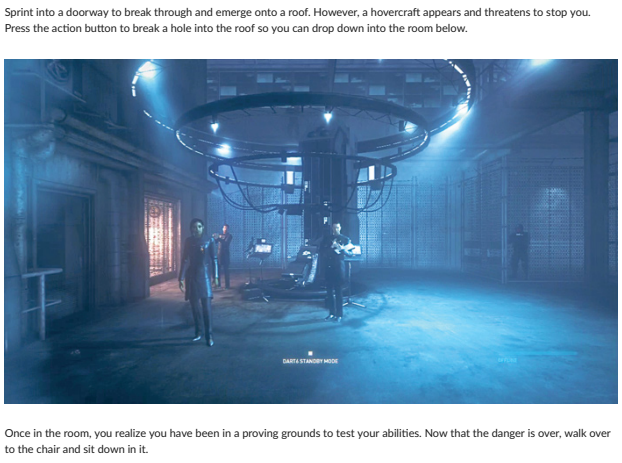
Switch your fire mode back to automatic and quickly gun them down as they appear.



Once all enemies have been neutralized, move up the third flight of stairs and move through the doorway near the top. Be ready for another enemy hiding inside. Blow him away or move in close and use a melee attack to clear the way.



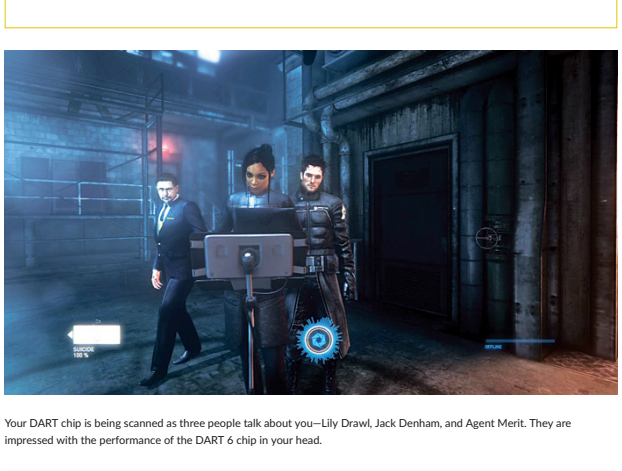
Sprint into a doorway to break through and emerge onto a roof. However, a hovercraft appears and threatens to stop you. Press the action button to break a hole into the roof so you can drop down into the room below.



Once in the room, you realize you have been in a proving grounds to test your abilities. Now that the danger is over, walk over to the chair and sit down in it.

### WELCOME TO EUROCORP

Complete the first level and get through the proving grounds to earn this award.



Your DART chip is being scanned as three people talk about you—Lily Drawl, Jack Denham, and Agent Merit. They are impressed with the performance of the DART 6 chip in your head.

### New Character Profile

**PROFILE:** LILY DRAWL

**/ PROFILE ENTRY**

**Name:** Lilian Drawl (female)
**Age:** 30
**Position:** Lead Biotech Engineer
**Affiliation:** EuroCorp
**Clearance:** Grade 15, Biotech Group Manager

**BACKGROUND**

Born to Downzone parents. Excelled in Downzone educational system and identified by EuroCorp intellectual talent scouts at the age of 16.

Attended New Columbia Medical on scholarship. Distanced herself from family, particularly her brothers who demonstrated early corporate dissension and Downzone anarchist traits.

**INTEL FEED**

Regularly channels money to Lower Manhattan Downzone address. Residential log indicates her parents as last known tenants.

/ end of entry

### New Character Profile

**PROFILE:** JACK DENHAM

**/ PROFILE ENTRY**

**Name:** Jack Denham (male)
**Age:** 61 (78 Actual)
**Position:** CEO, North-American branch
**Affiliation:** EuroCorp
**Clearance:** Grade 30, Executive Manager

**BACKGROUND**

Jack Denham was born when governments and politicians were still the norm, coming from a family of lawmakers and corporate leaders.

When he was still a young man, his mother committed suicide after lurid press coverage of an illicit affair and his father retreated into his work.

During university, Denham engaged in social studies, psychology, and economics, publishing multiple articles about how individuality corrupts social structures.

When the Syndicates arose as a global force, he embraced the change as the replacement of the mother and father he had lost.

**INTEL FEED**

/ antitrust.legislation_archive: Jonathan Denham

Jack Denham's father, Jonathan Denham, was a judge in the US Supreme Court and died of cancer in 2019.

Before his death, he managed the Antitrust Vote of 2018, where US Congress rejected the Sherman Act and 70 percent of the existing Antitrust laws in North America, opening the door for establishing Syndicate control within the US border.

/ GetConnectedTM_press.entries

Jack Denham specialized early in corporate security systems and biotech, and also made a name for himself as a savagely efficient operative, extracting and interrogating executives and specialists during field ops.

In 2021, he attached himself to EuroCorp as they founded their North-American branch. In 2065, he was in the third place of top influential world leaders, according to the WorldPoll Monthly.

Rumors in state press indicate that Denham has accessed cellular level technologies to arrest his aging and augment his mental and physical capacities.

/ end of entry

### New Character Profile

**PROFILE:** AGENT MERIT

**/ PROFILE ENTRY**

**Name:** Jules Merit (male)
**Age:** 31 (28 CGA)
**Position:** Senior Agent, New York Office
**Affiliation:** EuroCorp
**Clearance:** Grade 16

**BACKGROUND**

Merit was recovered from the Jersey Downzone in 2046 via standard channels; at an estimated five and a half years old, he was already substantially older than most adoptees, and his life on the streets had rendered him almost totally feral.

**INTEL FEED**

/ activation_ AOP_311M_0502: Jules Merit

Merit was initialized at nine years, three months of age—then a record for EC Agent induction.

Psychopathic deviations seemed to feed well into the basic training, making him highly competitive and intensely task-focused; he was rapidly elevated to the Advanced Agent Training crèche in Geneva as a result.

Field trials at age 14—London and Budapest—confirmed him as well ahead of the psychopathy/competence curve necessary for successful Agent status.

/ Agent.Operations: assignments

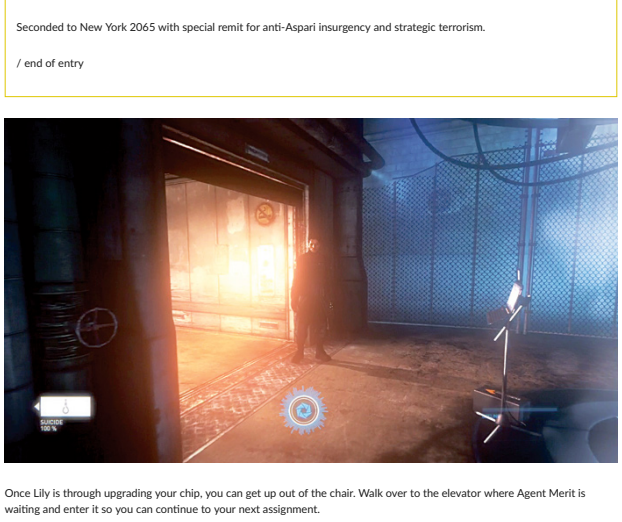
Preliminary Ops 2053—57; Helsinki, St. Petersburg, Moscow, Kiev.

Full Agent status conferred 2057.

Subsequently distinguished himself as part of the EC Rapid Deployment Force, operating in arenas as far afield as Osaka (2059), Kuala Lumpur (2061) and Melbourne (2063); became something of an expert in operations against Aspari targets as a result.

Seconded to New York 2065 with special remit for anti-Aspari insurgency and strategic terrorism.

/ end of entry



Once Lily is through upgrading your chip, you can get up out of the chair. Walk over to the elevator where Agent Merit is waiting and enter it so you can continue to your next assignment.

### New Data Intel

**SOCIAL HISTORY**

**/ DATA ENTRY**

**Entry:** Social History
**Type:** World (corporate growth, social change)

**INTEL FEED**

/ Historical.Archive_brief: 2017

The world's largest corporate merger, between Kader Industrieen and Euroline Medical, leads to the creation of EuroCorp, the first mega-corporation.

/ Historical.Archive_brief: 2025

EuroCorp initiates the development of a bio-digital implant: the DART chip. Embedded in the brain stem, and fuelled by the host's own adrenaline, it provides the users with an unsurpassed connectivity with the "Dataverse."

All features of personal communication are now embedded in the functionality of the chip, rendering all digital devices obsolete.

/ Historical.Archive_brief: 2032

More global corporations merge into Syndicates and claim dominance, taking over all social and administrative functions of their consumers. National borders and local governments are disbanded and the new corporate borders become reality. Market shares rule.

/ Historical.Archive_brief: 2044

World population surpasses 15 billion, where 57% are chipped and linked to their preferred Syndicate, and the remaining 43% are digitally locked out of the "Dataverse." Lack of information and social support turn them into outcasts from modern society.

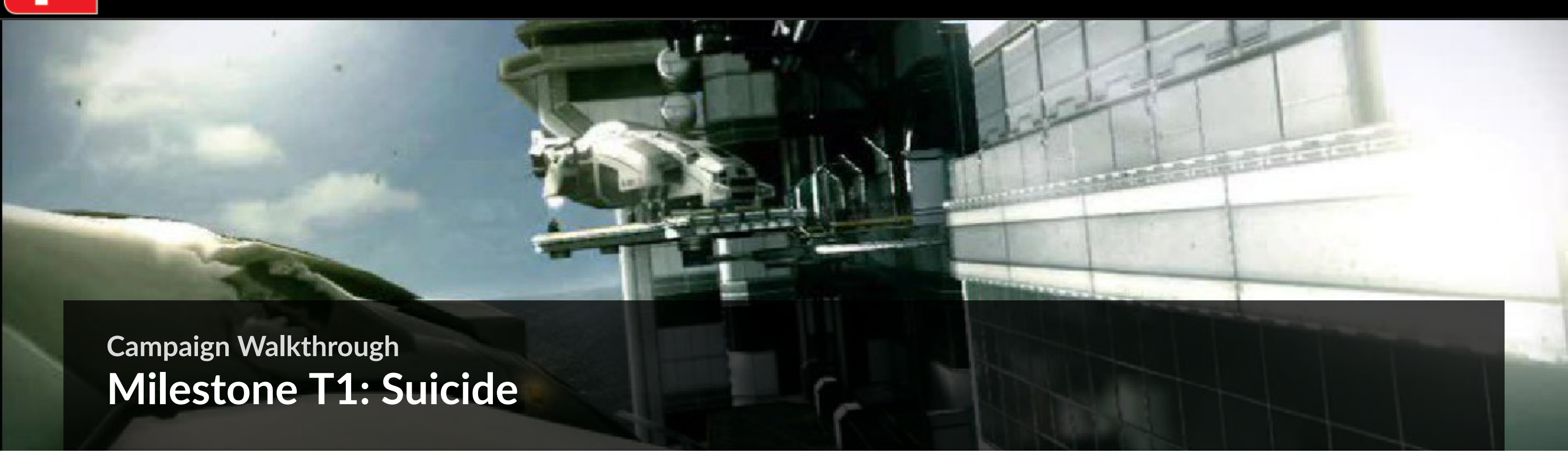
/ Historical.Archive_brief: 2057

Industrial espionage reaches unparalleled heights. Prototyped enforcers, Agents, are mobilized to protect and serve the Syndicates' interests, outside the boundaries of modern law. An arms race to create the most sophisticated Agents begins and Syndicates go to war against each other.

/ Historical.Archive_brief: 2069

After 12 years of intensive research, EuroCorp launches a prototype host with the DART chip system v6.1, evaluating the future evolution of Syndicate Agents.

/ end of entry



Campaign Walkthrough

# Milestone T1: Suicide

**New Agent Feature**

**DART CHIP:** SYNDAQ RATING

**/ AGENT OPERATIONS MANUAL**

**Entry:** SynDAQ Rating
**Type:** Agent performance, evaluation

**FUNCTIONALITY**

At the end of each mission, the internal performance monitoring subsystem in DART analyzes and ranks the in-combat performance of the Agent.

Based on the Agent's performance in the mission, an overall ranking is calculated. Agents are to be aware that these operational rankings will be used in future promotion reviews and should strive to achieve the highest rank possible: //CEO

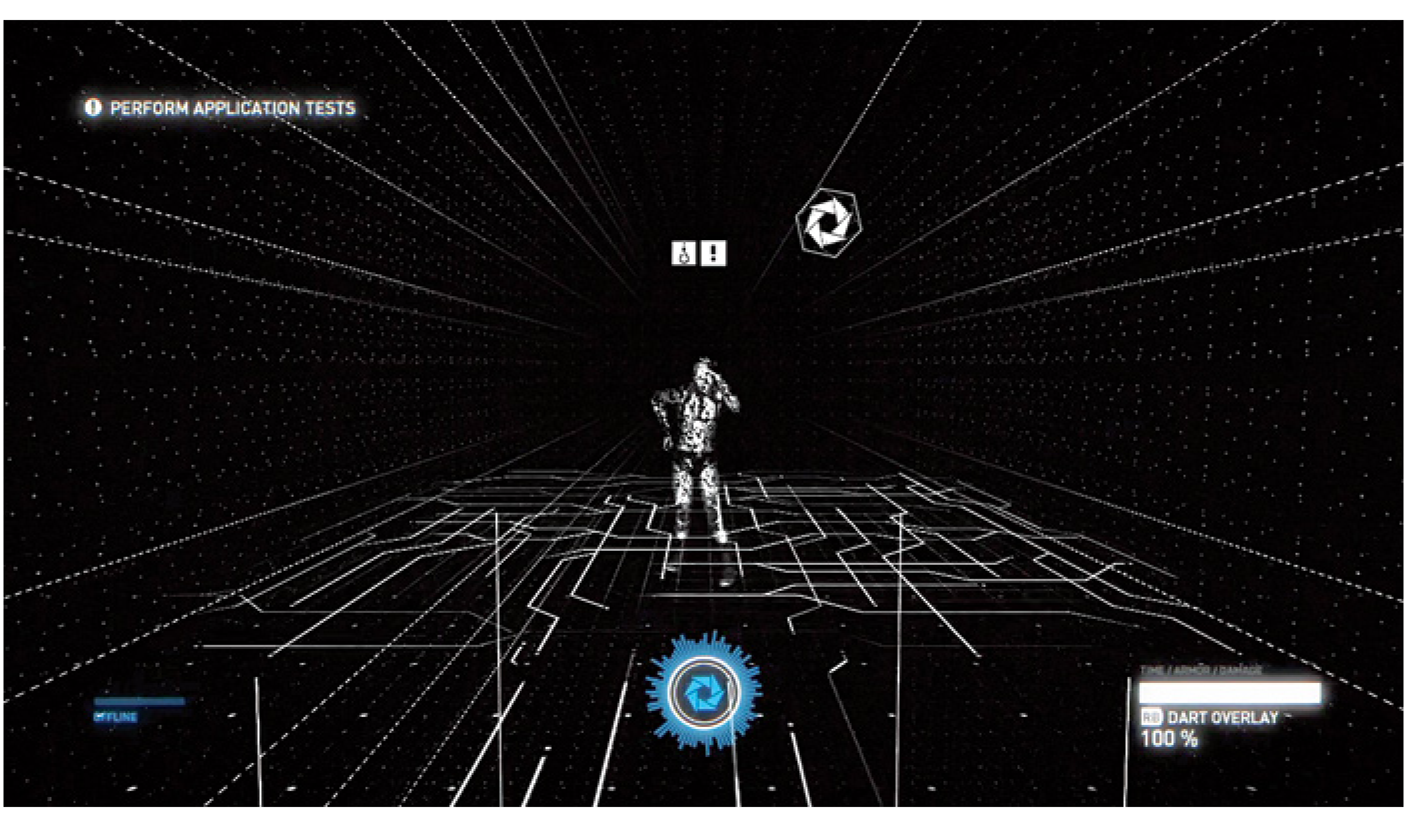
DARTstores your historical high scores for each of these performance markers on an individual mission basis.

**/ Performance Goals**

AgentOps analyzes field Agent performance on the following seven parameters:

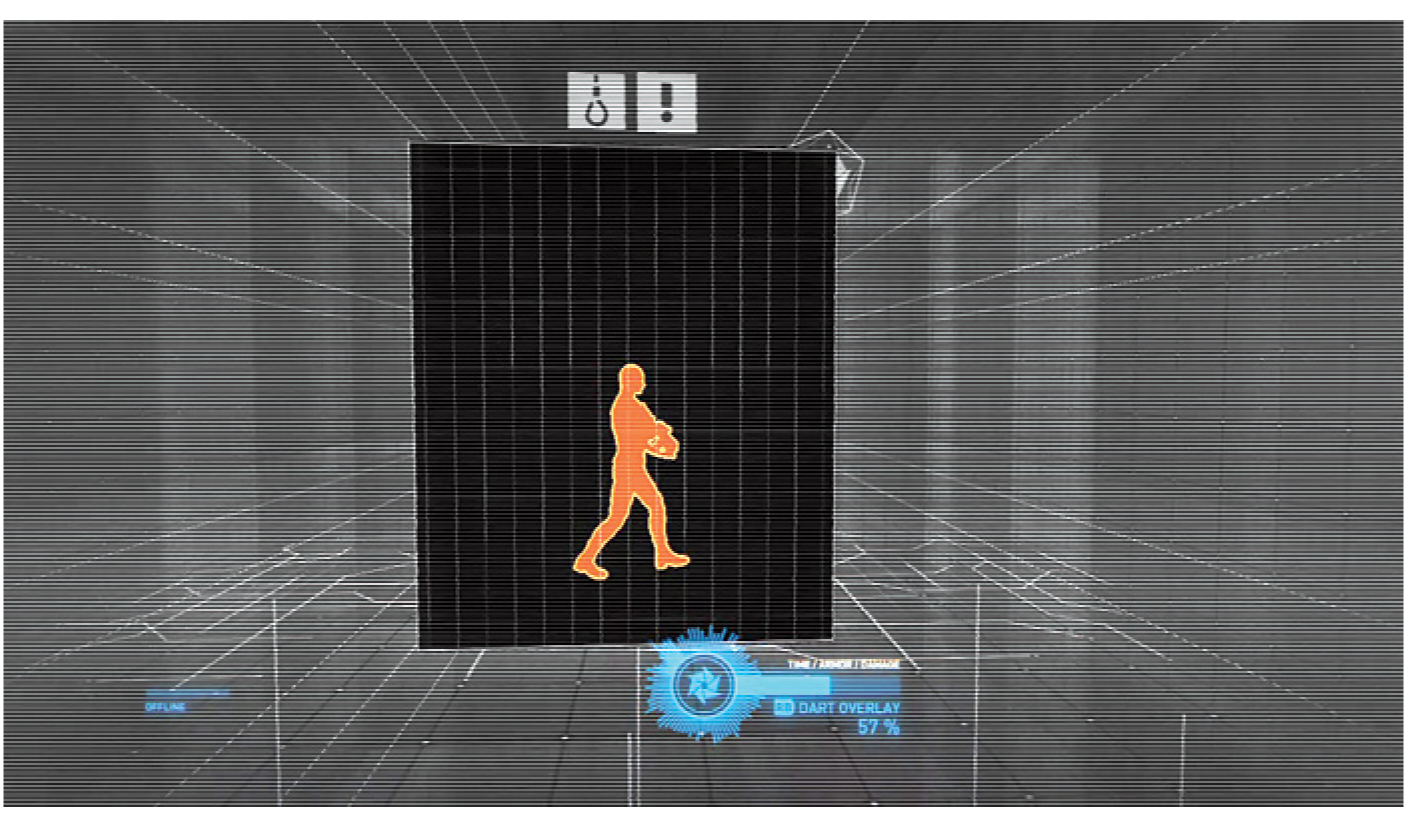
> Accuracy
> Headshots
> Breach Spikes
> Longest Rampage
> Adrenaline Earned
> Damage Taken
> Time Taken

/ end of entry


PERFORM APPLICATION TESTS
OFFLINE
DART OVERLAY
100 %

Lily gave you a new type of breach when she upgraded your chip. You now enter a training area provided by your DART where you can learn about the Suicide app.

## Perform Application Tests


OFFLINE
TIME / ARMOR / DAMAGE
DART OVERLAY
57 %

Walk forward and listen to the instruction on using the DART overlay. It shows how you can track enemies even if they are behind cover.

The overlay also enhances your damage resistance, responsiveness, and breach capacity.

**New Agent Feature**

**APP:** SUICIDE

**/ AGENT OPERATIONS MANUAL**

**Entry:** Application mechanics (Suicide)
**Category:** OFFENSIVE
**Type:** Chip functionality, DnDP Application firmware update
**Energy:** Grade 2, Medium energy consumption

/ Firmware.System.Merge

DART firmware has been updated. Offensive Application Suicide has been merged with main processor and subsystems.

**FUNCTIONALITY**

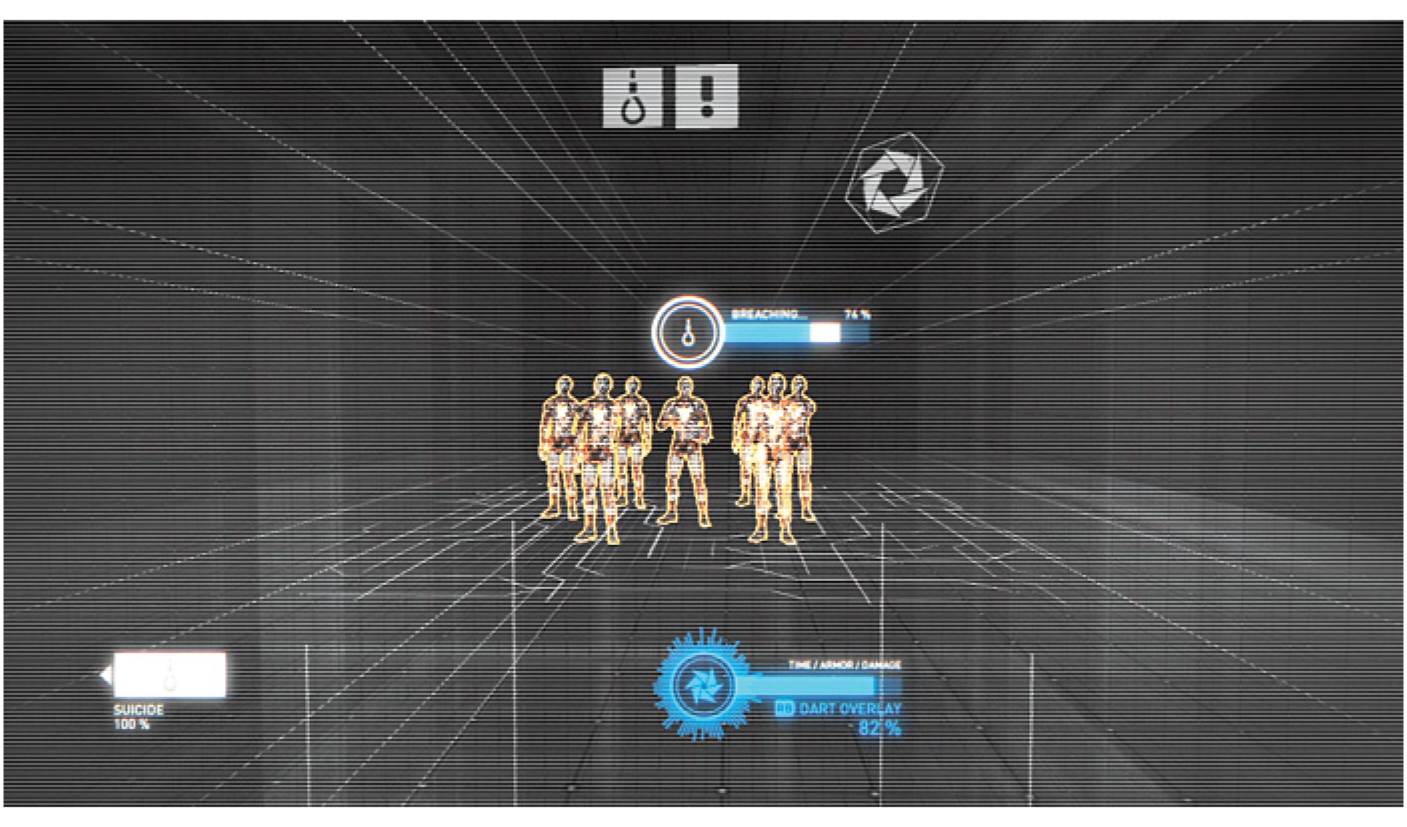
**Selection:** Press the breach mode 1 button to select Suicide Application.
**Breach:** Hold the breach button when target has been selected to initiate breach. Continue until end of breach bar or release at breach spike area for a successful breach.
**Additional:** Force target enemy to commit suicide.

**INTEL FEED**

Application creates a link through a chip-to-chip DnDP interface (Direct Neural-Disruption Protocol), forcing target to commit suicide by grenade, inflicting collateral damage around it.

Suicide chip-to-chip breach requires converted adrenaline before it can be used again.

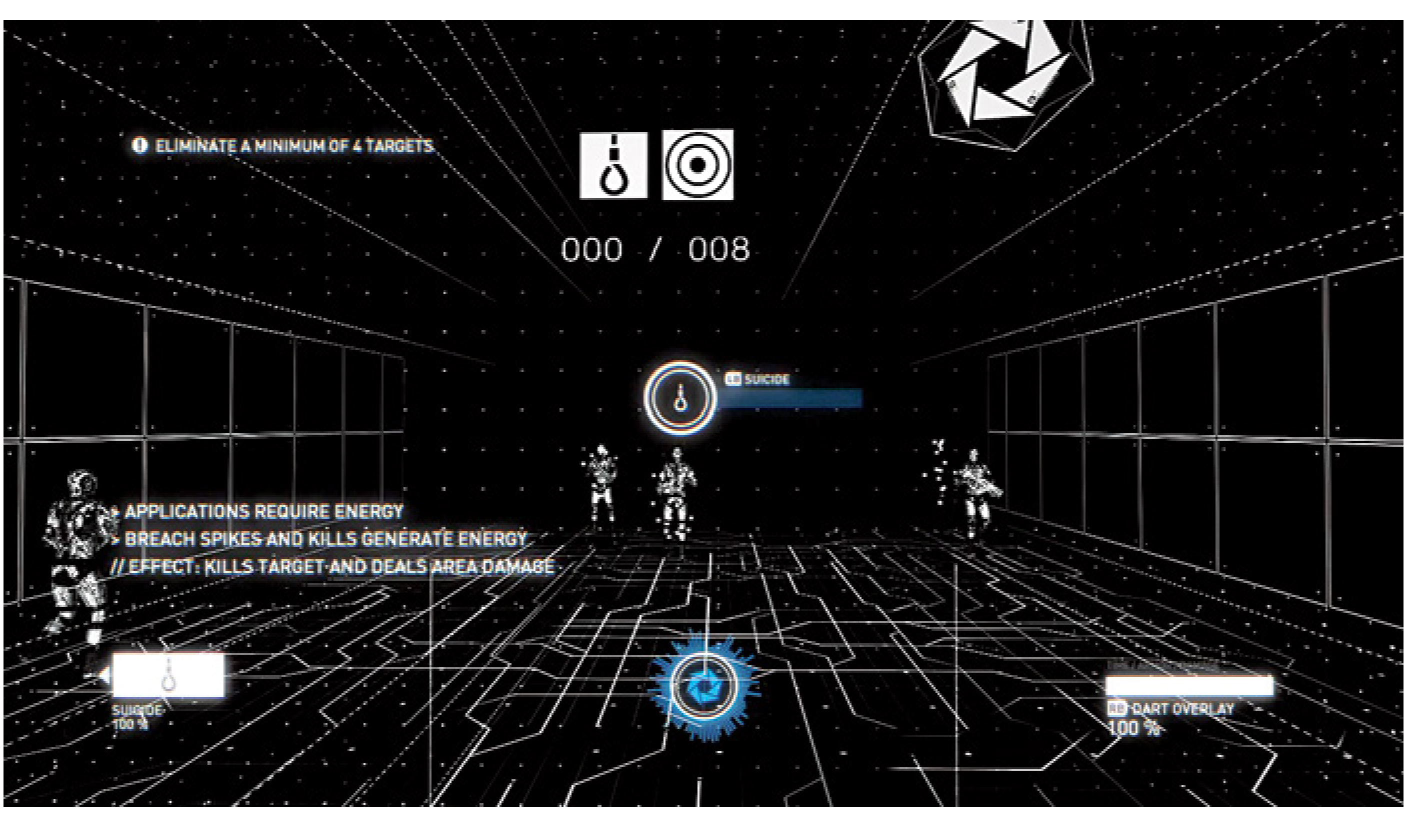
/ end of entry


BREACHING...
74 %
SUICIDE
100 %
TIME / ARMOR / DAMAGE
DART OVERLAY
82 %

After watching a demonstration of the Suicide app, you get a chance to practice it. Activate your DART overlay and then hold down the breach button to target the enemy in the center.

Release the button when the bar reaches the white segment or beyond it to begin the Suicide app. Notice how the target and all nearby enemies are killed as a result of this breach.

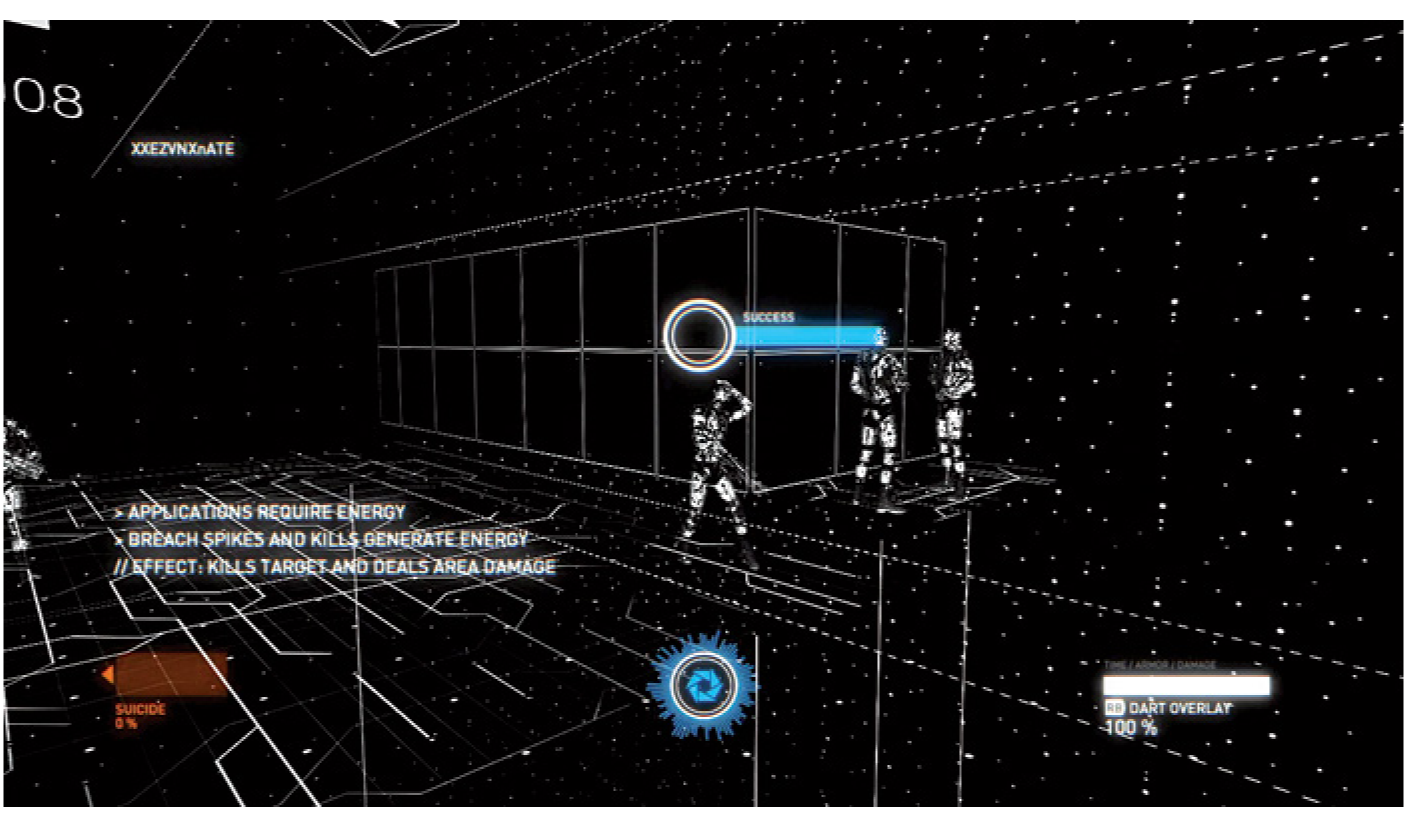
## Enter Challenge Area and Eliminate a Minimum of Four Targets


ELIMINATE A MINIMUM OF 4 TARGETS
000 / 008
SUICIDE
> APPLICATIONS REQUIRE ENERGY
> BREACH SPIKES AND KILLS GENERATE ENERGY
// EFFECT: KILLS TARGET AND DEALS AREA DAMAGE
SUICIDE
100 %
DART OVERLAY
100 %

Now you get a chance to show you can use app effectively. Walk forward into the challenge area. There are eight targets in the area.

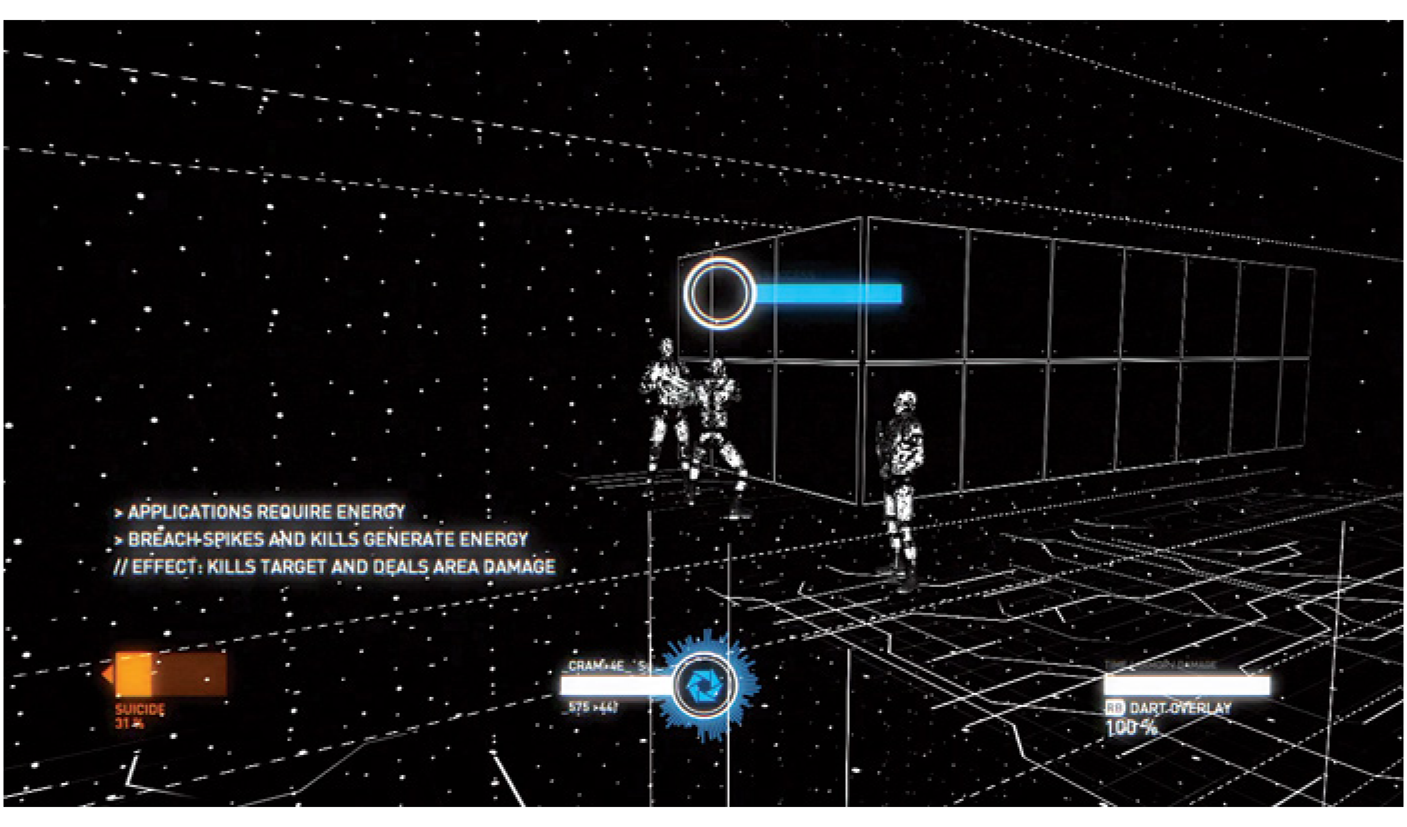
You must eliminate at least four of them. Using the breach requires energy. You replenish that energy by killing enemies and getting breach spikes—releasing the breach button when the bar is in the white segment.

Start off by using the Suicide app on the enemy in the center. This eliminates two enemies.


08
XXEZVNXnATE
SUCCESS
> APPLICATIONS REQUIRE ENERGY
> BREACH SPIKES AND KILLS GENERATE ENERGY
// EFFECT: KILLS TARGET AND DEALS AREA DAMAGE
SUICIDE
0 %
TIME / ARMOR / DAMAGE
DART OVERLAY
100 %

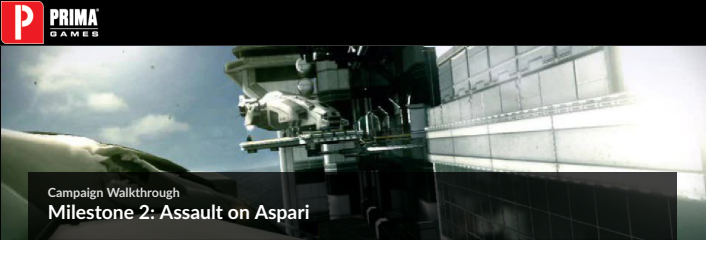
Next look to the right and target the enemy walking. When he gets near the two other enemies that are standing, begin the breach.

This stops the target and when his chip blows, it kills the two nearby enemies as well.


> APPLICATIONS REQUIRE ENERGY
> BREACH SPIKES AND KILLS GENERATE ENERGY
// EFFECT: KILLS TARGET AND DEALS AREA DAMAGE
SUICIDE
DART OVERLAY
100 %

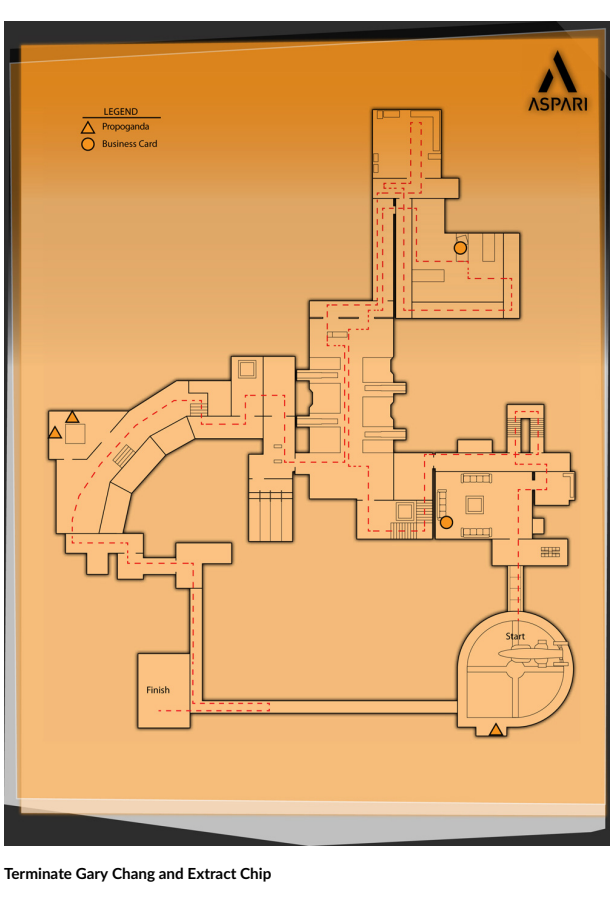
Finally, look to the left and target one of the enemies when all three are near each other to kill the final enemies.

If you get the breach spikes and time it right, you can kill all eight targets and score a perfect performance for this challenge. Exit the simulation to continue to the next level.

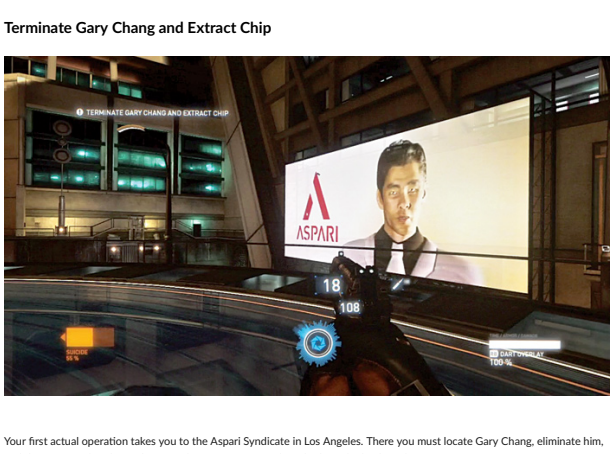


Campaign Walkthrough

# Milestone 2: Assault on Aspari



## Terminate Gary Chang and Extract Chip



Your first actual operation takes you to the Aspari Syndicate in Los Angeles. There you must locate Gary Chang, eliminate him, and then retrieve his chip. When your hovercraft arrives, disembark on the landing platform.

**New Character Profile**

**PROFILE:** GARY CHANG

**/ PROFILE ENTRY**

**Name:** Gary Chang (male)
**Age:** 33
**Position:** Biotech Engineer
**Affiliation:** Aspari
**Clearance:** Grade 18

**BACKGROUND**

The youngest son of a West Coast Chinese-American family with connections all over the Aspari power base. Attended Stanford-Aspari, specializing in Biotechnology. Previous relationship with Mizuki Watanabe, who is currently residing in Downzone. Relationship believed to be over as a result of Chang family influence.

**INTEL FEED**

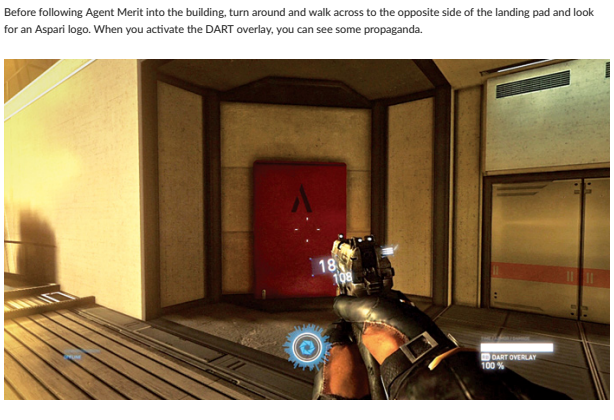
Is considered at high risk of corporate dissension as a result of personal and family conflicts. Currently on Aspari watchlist but retained under Aspari employ due to family connections and neural implant skillset.
Gary Chang has been noted as one of the attendees of the C3 conference in January 2069.

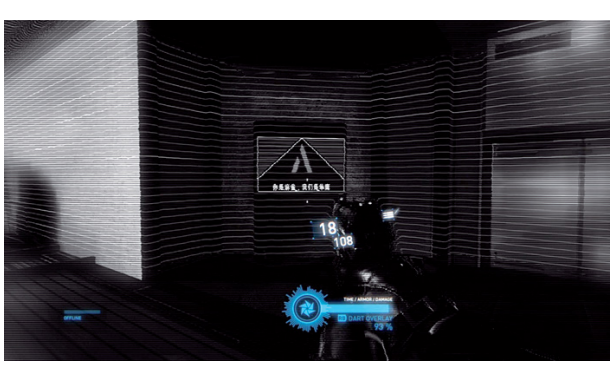
/ Priority.Status

Priority Liquidation Order in effect. Terminate soft asset and extract bio-chip for digital deconstruction.

/ end of entry

Before following Agent Merit into the building, turn around and walk across to the opposite side of the landing pad and look for an Aspari logo. When you activate the DART overlay, you can see some propaganda.



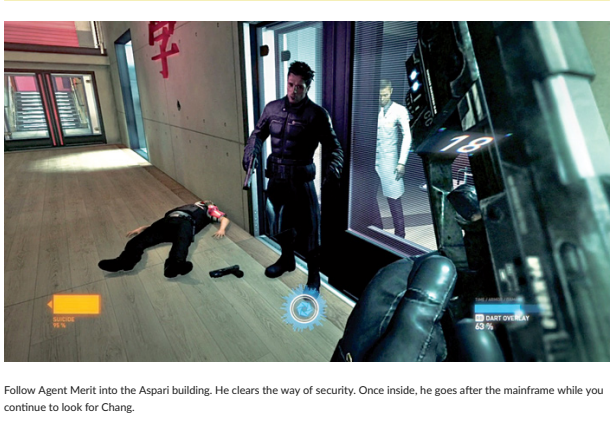


**New Propaganda Tag**

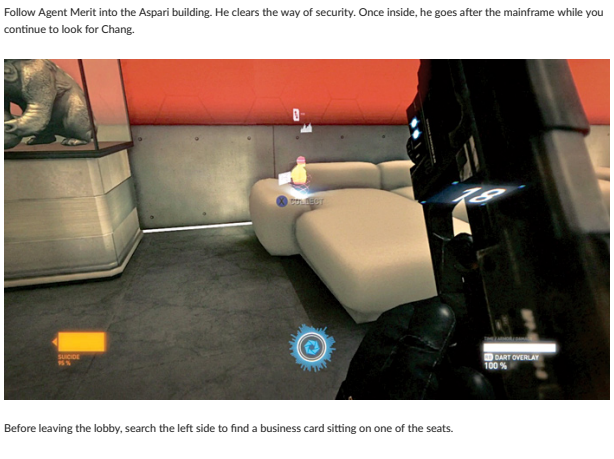
**ASPARI:** SPARROW/HAWK

**"YOU ARE THE SPARROW, WE ARE THE HAWK."**

—Aspari



Follow Agent Merit into the Aspari building. He clears the way of security. Once inside, he goes after the mainframe while you continue to look for Chang.



Before leaving the lobby, search the left side to find a business card sitting on one of the seats.

**New Personnel Log**

**FRANCIS YEUNG**

**/ PROFILE ENTRY**

**Name:** Francis Yeung
**Age:** 26 (deceased)
**Position:** Employee A127-42291, position unknown
**Affiliation:** Aspari
**Clearance:** Unknown

**LOGGED ENTRY**

/ Data Trace Results: Aspari.SecuNet infoscrape

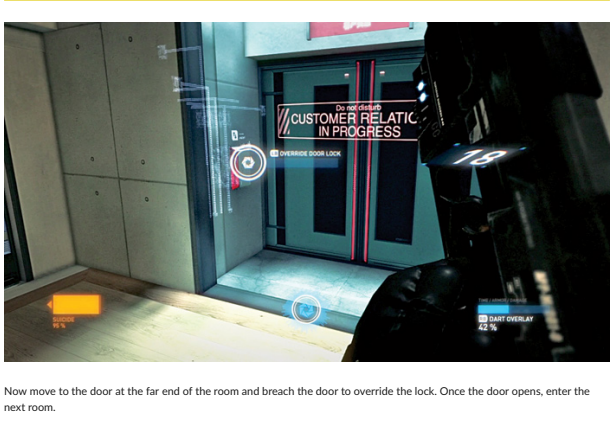
**Date of Birth:** 02/14/2043
**Employee Since:** 04/13/2065 (Employment Status: Terminated—Termination Date: 06/11/2069)
**Termination Reasons:**
1> Insubordination
2> Inappropriate behavior
3> Sabotage

**/ Employee Record Update: 06/09/2069—15:15:32**
Employee wants to place a complaint on the record about not receiving a salary review. Investigation into the matter pending.

**/ Employee Record Update: 06/09/2069—18:21:05**
Request made by employee on 06/09/2069 has been denied.

**/ Employee Record Update: 06/11/2069—14:27:32**
Employee has been found trying to tamper with Aspari property without authorization. At the time of the event subject was drunk, wearing no pants and was loudly complaining about his superiors. Contract has been terminated and further disciplinary actions will be taken.

/ end of entry



Now move to the door at the far end of the room and breach the door to override the lock. Once the door opens, enter the next room.

You find yourself in an observation area where two Aspari guards are interrogating a third person. Target one of the guards and press the breach button to overload his chip.

He kills the two other people and then himself, shooting out the glass partition in the process. Once the incident is over, jump into the interrogation room and then move through the next doorway.

**New Data Intel**

**APP RESEARCH:** SUICIDE REPORT

**/ DATA ENTRY**

**Entry:** Chip Application Research
**Type:** Agent Operation (tech, app, extended tactics)

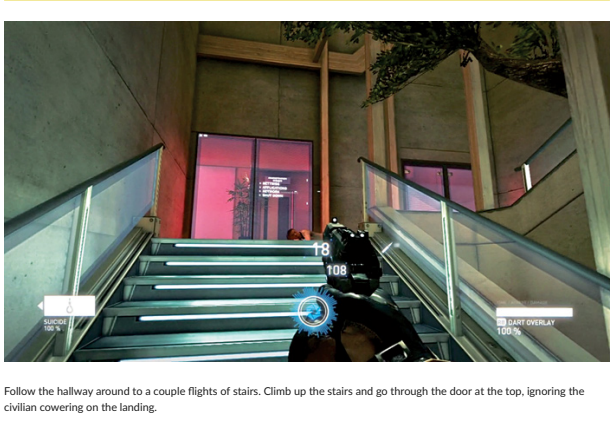
**INTEL FEED**

/ Research.Log0113_0155B

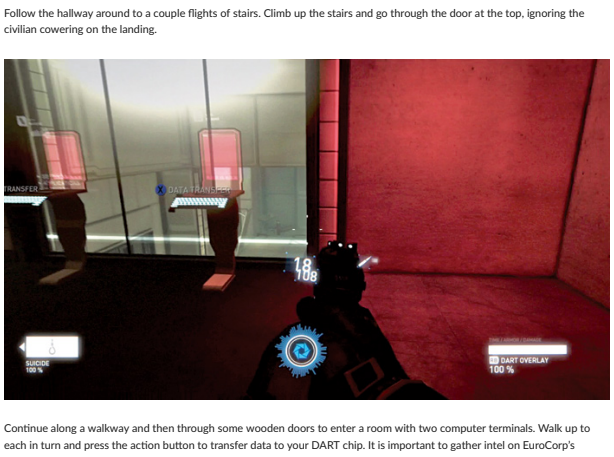
The Suicide breach displayed unpredicted results, causing the target to exhibit behavior patterns normally associated with Persuadertron use. Given the current failure of implementing the full Persuadertron protocols in software, all data recordings related to this incident have been uploaded to EuroCorp's research network.

Fast-track research has already been initiated to analyze this data and determine if it contains the secret of software-based Persuadertron domination.

/ end of entry



Follow the hallway around to a couple flights of stairs. Climb up the stairs and go through the door at the top, ignoring the civilian cowering on the landing.



Continue along a walkway and then through some wooden doors to enter a room with two computer terminals. Walk up to each in turn and press the action button to transfer data to your DART chip. It is important to gather intel on EuroCorp's competition.

**New Syndicate Profile**

**SYNDICATE:** ASPARI

**/ ORGANIZATION PROFILE**

**Name:** Aspari
**Type:** Global Syndicate
**Center of Power:** Tokyo

**EXECUTIVE BOARD**
> Zhao Kim (CEO Triloc, Los Angeles)
> Taos Chinam
> Nobuo Senno (Research Advisor, West Meld Solutions)
> Yoko Mifune
> Fa Zeng Gao
> Xian Li (CEO, Tokyo)
> Kai Li
> Jin Su Huang
> Sao Chen Ma (Strategic Operations Officer, Tokyo)

**INTEL FEED**

/ Mauler-Schwarz Institute, Survey_32-831

The Asia-Pacific Rim Syndicate, today known simply as the Aspari Corporation, is one of the older Syndicates and has long enjoyed a dominant position in their heartland territories.

Their origins can be traced back to Japan, but their core markets include southeastern China and the North American West Coast.

Their traditional rivals have long been the Central Asian Tao Syndicate, who bitterly contest Aspari dominance of the critical northern Chinese and Siberian markets. After absorbing the Chinese Triads and the Yakuza, the Aspari emerged as the top player in Asia.

/ Intel Update 31126

In recent years their focus has been on fortifying and expanding their foothold around Greater Los Angeles, advancing as far east as Colorado.

This has increasingly put them into conflict with not only EuroCorp, but also Cayman Global, who feel threatened by Aspari overtures into their Central American territories.

/ end of entry

**New Corporation Profile**

**ASPARI:** WEST MELD SOLUTIONS

**/ ORGANIZATION PROFILE**

**Name:** West Meld Solutions
**Affiliation:** Aspari
**Activity:** Chip Meldware R&D, Military Armament and Application

**INTEL FEED**

A wholly owned subsidiary of the Aspari Syndicate, West Meld Solutions is one of the world leaders in chip technology and meldware.

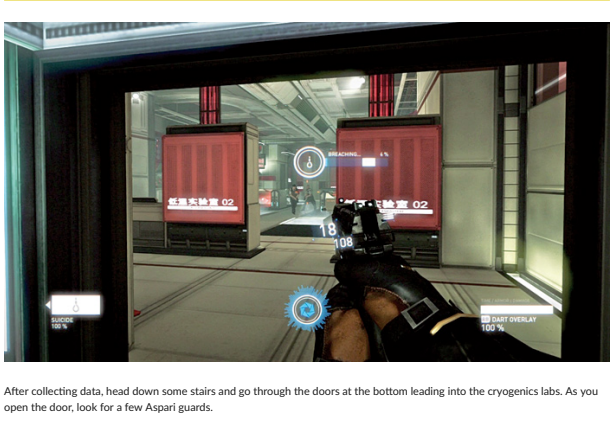
Their internal Research and Development division is also considered to be at the forefront of new weapons technology.

Many outside analysts regard them as one of the jewels in Aspari's business portfolio, and a major contributing factor in their ability to keep an even pace with EuroCorp in the Chip arms race.

They are based out of Aspari South Central in the Greater Los Angeles metrozone.

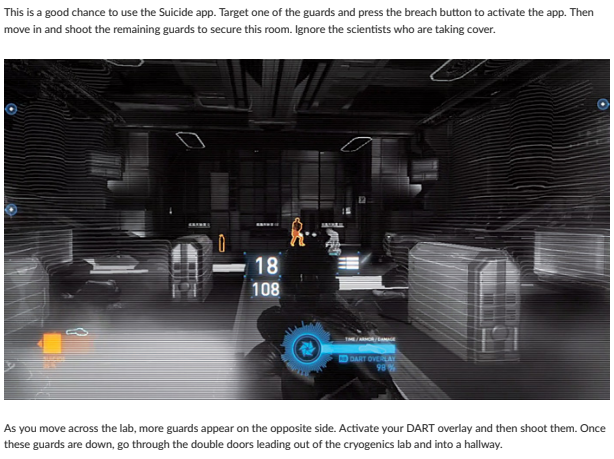
One of their top researchers, and perhaps West Meld's most recognizable personality in their aggressive Syndicate-sponsored advertising, is the brilliant biotech engineer Gary Chang.

/ end of entry

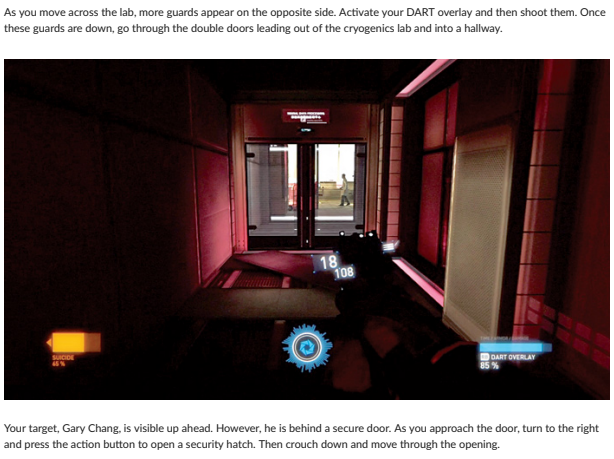


After collecting data, head down some stairs and go through the doors at the bottom leading into the cryogenics labs. As you open the door, look for a few Aspari guards.

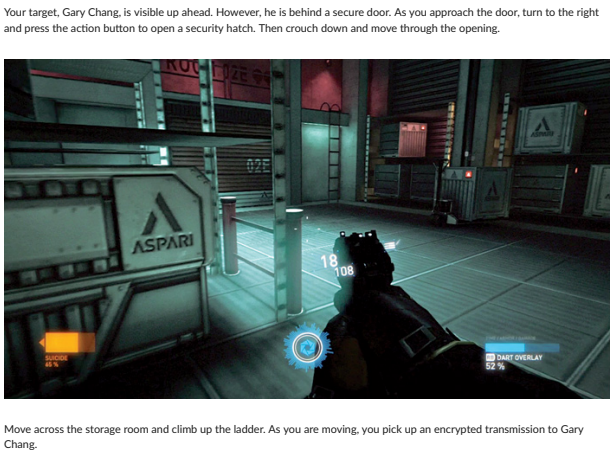
This is a good chance to use the Suicide app. Target one of the guards and press the breach button to activate the app. Then move in and shoot the remaining guards to secure this room. Ignore the scientists who are taking cover.



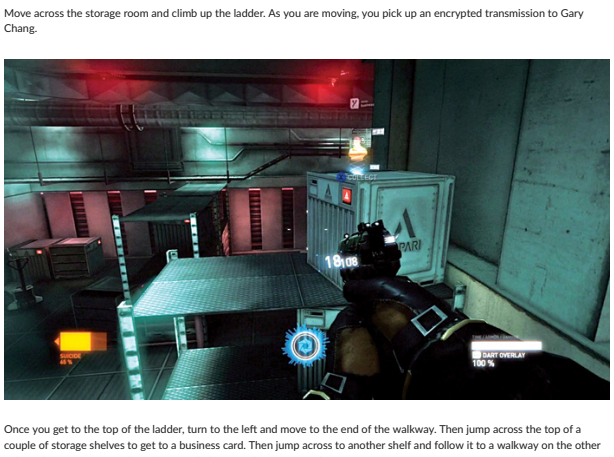
As you move across the lab, more guards appear on the opposite side. Activate your DART overlay and then shoot them. Once these guards are down, go through the double doors leading out of the cryogenics lab and into a hallway.



Your target, Gary Chang, is visible up ahead. However, he is behind a secure door. As you approach the door, turn to the right and press the action button to open a security hatch. Then crouch down and move through the opening.



Move across the storage room and climb up the ladder. As you are moving, you pick up an encrypted transmission to Gary Chang.



Once you get to the top of the ladder, turn to the left and move to the end of the walkway. Then jump across the top of a couple of storage shelves to get to a business card. Then jump across to another shelf and follow it to a walkway on the other side of the room. Turn to the right, crouch down, and enter an air duct.

**New Personnel Log**

**SARAH SEEWARD**

**/ PROFILE ENTRY**

**Name:** Sarah Seeward
**Age:** 31
**Position:** Biotech Assistant
**Affiliation:** West Meld Solutions (Aspari)
**Clearance:** Grade 13

**LOGGED ENTRY**

/ HR_Aspari: employment_transfer

**Date of Transfer:** sep20_2068

Transfer of Dr. Sarah Seeward from Hong Kong central office to Aspari South Central, Triloc complex, Los Angeles, has been approved by Dr. Gary Chang and HR Manager Yao Ming.

/ Internal.Sec_memo: Aspari Hong Kong

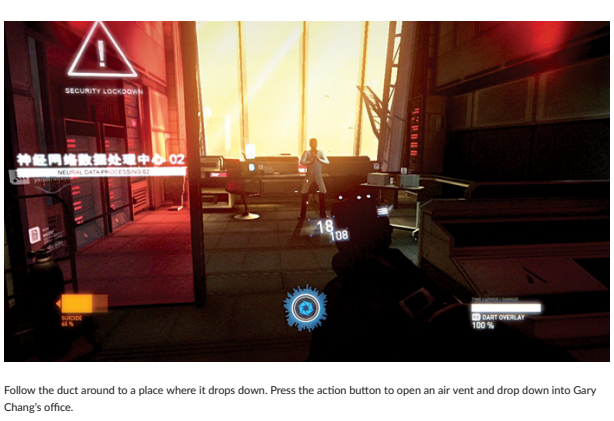
**Date of Notice:** jan23_2069

After returning from the C3 conference in Reykjavik, Iceland, Doctor Seeward unexpectedly tendered her resignation, citing personal reasons. Needless to say this was a serious blow, as Doctor Seeward's work in psycho-pharmacology is critical to our continued research efforts.

She was persuaded to withdraw her resignation through a combination of coercion and promises of increased benefits, but she has been upgraded to a Class-F risk.

Reports indicate that Dr. Seeward has been the target of recruitment efforts by foreign Syndicates, most likely Tao or EuroCorp, and if her defection seems imminent, a termination order will be issued to all nearby Agents and security assets.

/ end of entry



Follow the duct around to a place where it drops down. Press the action button to open an air vent and drop down into Gary Chang's office.

Now move through the office and shoot Chang once you locate him. There is a computer terminal on the left side of his desk. Activate it to access some new data.

**New Data Intel**

**C3 CONFERENCE:** SCHEDULE

**/ DATA ENTRY**

**Entry:** C3 Conference (Reykjavik, Iceland)
**Type:** Syndicate Relations (tech, research)

**INTEL FEED**

/ News.Archive_brief: C3, 10-14JAN2069

The Cybernetic Cognition Conference (C3) held in Reykjavik, Iceland, in January 2069. Registered as a cross-disciplinary, multi-Syndicate conference to explore the future of chip-enhancement for better civilian populace control.

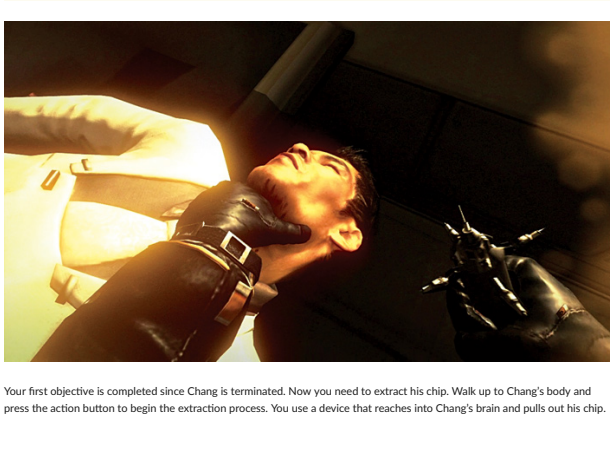
/ C3_Master_Schedule: Attendants

> Paul Vissick (Tao)
> Batar Camillo (Tao)
> Sarah Seeward (Aspari)
> Gary Chang (Aspari)
> Lilian Drawl (EuroCorp)
> Michar Sawan (EuroCorp)
> Nicholas Emile (Cayman Global)
> Sanchéz Mauler (Cayman Global)
> Jess Carter (Castrilos)
> Carrie Frank (I.I.A.)
> Lao Gee (Pravitel)

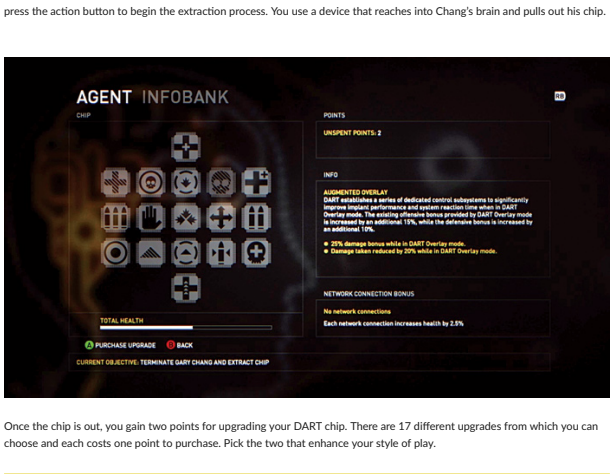
/ C3_Master_Schedule: Presentations

> Practical Application of Quantum Superposition in CHIP Expansion
> Geometric Feedback Loops in CHIP-Integrated AI Development
> Breaking the 20% Boundary: Unlocking the Mind's Potential Through CHIP Networking
> Understanding Cortex Growth in CHIP-Enhanced Mice
> Freeing the Firmware: A CHIP That Grows Itself
> Enhancing the Bio-CHIP Interface With Accelerated Neuron Growth
> A Practical Demonstration of Real-Time CHIP Upgrading Without Surgery

/ end of entry



Your first objective is completed since Chang is terminated. Now you need to extract his chip. Walk up to Chang's body and press the action button to begin the extraction process. You use a device that reaches into Chang's brain and pulls out his chip.



Once the chip is out, you gain two points for upgrading your DART chip. There are 17 different upgrades from which you can choose and each costs one point to purchase. Pick the two that enhance your style of play.

**New Agent Feature**

**DART CHIP:** UPGRADING

**/ AGENT OPERATIONS MANUAL**

**Entry:** Chip mechanics (chip upgrade)
**Type:** Chip system

**FUNCTIONALITY**

**System Access:** Press the journal button to access the Chip Upgrades screen. You will be notified of any unspent upgrade points you may have accumulated.
**Upgrade:** Navigate the upgrade grid to see the effect of that upgrade. Select an upgrade node by pressing the OK button. Selecting an upgrade is a permanent choice and cannot be undone.

**INTEL FEED**

/ Database log entry: chip_rip

Certain high-value targets offer the DART v6 system an opportunity to upgrade itself by analyzing the firmware structure of another chip. After you have extracted the chip of such a high-value target, you will have the opportunity to permanently upgrade the functionality of your DART v6 chip.

/ Extention.tac: node_system.synergy

When permanently upgrading the firmware of your DART v6 chip, there is a secondary synergy enabled when you select upgrades that are adjacent to each other.

When a firmware upgrade is chosen that is adjacent to one or more upgrades that have been previously chosen, it allows the DART system to off-load some system maintenance overhead and spent more time monitoring the health of the Agent. This increases the effective health of the Agent.

Each network connection completed between the upgrades effectively increases the health of the Agent by 2.5%.

/ end of entry

**CHIN UPGRADES**

| Upgrade | Effect |
|---|---|
| Adrenaline Rush | Increases energy gained from all sources by 40%. |
| Augmented Overlay | 25% damage bonus and damage taken reduced by 20% while in DART overlay mode. |
| Beat of Burden | Doubles the amount of ammunition and grenades that can be carried. |
| Cerberus Backfire | Backfire now affects a third target. |
| Dampen Blast | You take 33% less damage from explosive attacks and are immune to damage from your own explosive attacks. |
| Dextrous | Lowers the time it takes to reload and to swap weapons. |
| Emergency Resuscitation | Brief invulnerability when close to death. |
| Executioner | Performing a melee execution heals you 50% of your maximum health. |
| Killing Spree | Doubles the amount of time before the rampage timer resets and increases damage by 25% for each kill during a rampage. |
| Perforator | Increases backfire damage by 100% and vulnerability duration by 100%. |
| Protective Shielding | Enables protective shield. |
| Regeneration Boost | Regeneration activates 25% faster and heals at a 33% increased rate. |
| Regenerative Overlay | Regenerate 7% of your total health per second while in DART overlay mode. |
| Safeguard | Base health increased by 33%. |
| Stability | Scatter and recoil are reduced by 55%. |
| Synchronize | Maximum duration of DART overlay is increased by 25%. |
| Toughened | Reduces all damage taken by 20%. |

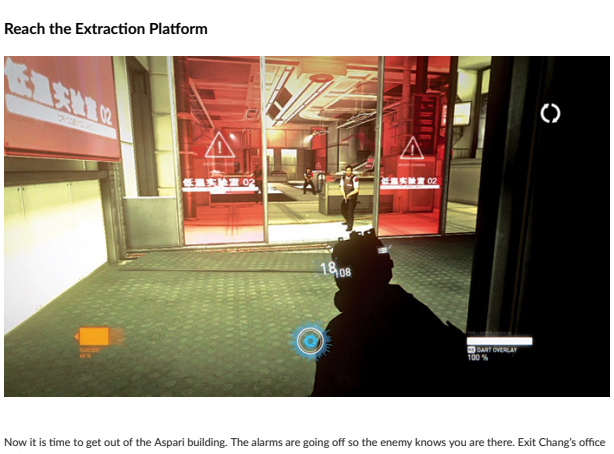
**Tip**

Since the DART overlay is very useful during combat, it is a good idea to choose Synchronize. Then select another upgrade that either decreases the amount of damage you take or increases your health or ability to regenerate health.

**Linked In**

Earn this award by obtaining a health bonus from network connection links from your upgrade choices.

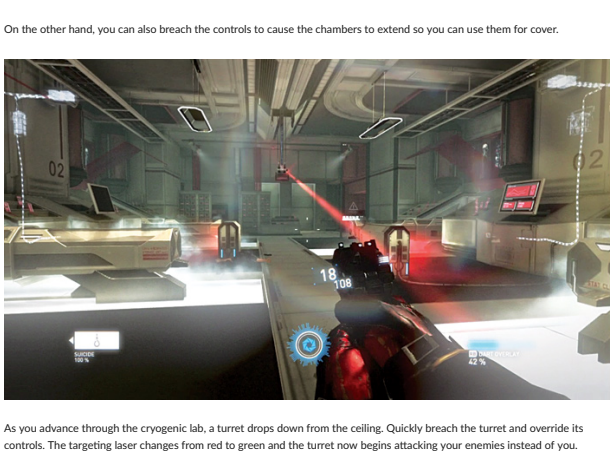
## Reach the Extraction Platform



Now it is time to get out of the Aspari building. The alarms are going off so the enemy knows you are there. Exit Chang's office and head back toward the cryogenic lab.

More guards are waiting for you there. Activate the DART overlay and then take out the guards. If they take cover behind the cryo chambers, you can breach the controls to cause the chambers to retract into the walls.

On the other hand, you can also breach the controls to cause the chambers to extend so you can use them for cover.



As you advance through the cryogenic lab, a turret drops down from the ceiling. Quickly breach the turret and override its controls. The targeting laser changes from red to green and the turret now begins attacking your enemies instead of you.

**New Threat Profile**

**THREAT:** RIOT SHIELD

**/ THREAT ANALYSIS**

**Type:** Riot Shield
**Feature:** Polycarbonate ballistic shield
**Manufacturer:** multiple

**TACTICAL SUMMARY**

Stops small-arms and assault rifle fire, but is vulnerable to high-velocity sniper rounds.

Charging the shield carrier may cause them to drop the shield.

**INTEL FEED**

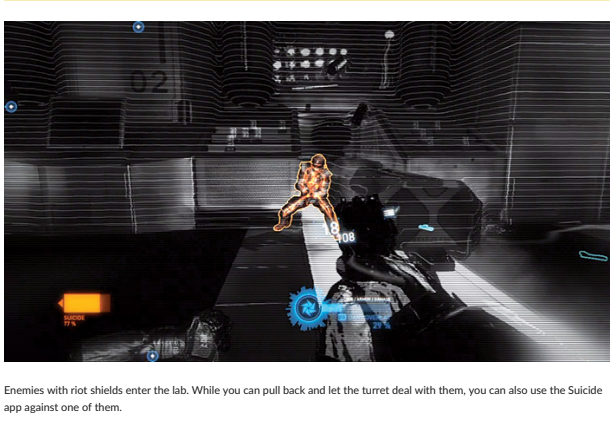
Widely deployed by police forces and even some Syndicates, the personal ballistic shield is a cheap and effective protection against small arms fire and explosive shrapnel.

Made of layers of ballistic-resistant polycarbonate, riot shields come in a variety of form factors. To allow the user better vision, the shield is typically made transparent, without any loss of protection.

/ EuroCorp.armaments_directive: CMN097-AA51

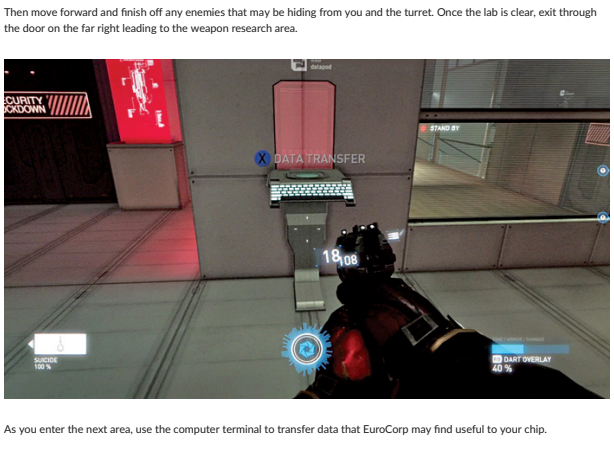
With their security forces increasingly encountering high-velocity weapons such as the Kusanagi HSR-6, in 2067 EuroCorp directive CMN097-AA51 came into effect, scrapping all existing ballistic shields in favor of the newly developed liquid polymer shield, which were not vulnerable to such high-powered projectile fire.

/ end of entry



Enemies with riot shields enter the lab. While you can pull back and let the turret deal with them, you can also use the Suicide app against one of them.

Then move forward and finish off any enemies that may be hiding from you and the turret. Once the lab is clear, exit through the door on the far right leading to the weapon research area.



As you enter the next area, use the computer terminal to transfer data that EuroCorp may find useful to your chip.

**New Corporation Profile**

**INDEPENDENT:** MAO-MURDOCH

**/ ORGANIZATION PROFILE**

**Name:** Mao-Murdoch Ltd.
**Affiliation:** Independent
**Activity:** Military armament R&D

**INTEL FEED**

Acting out of Zurich, Mao-Murdoch Ltd. was formed in 2012 to facilitate the economic stimulation package given to member countries of the European Council of Commerce by the Chinese government. The economic turbulence in Europe had destabilized countries to the edge of bankruptcy.

Known as an investment and bookkeeping firm, Mao-Murdoch was later revealed to be a front for Chinese weapon manufacturers, with the primary business to develop, field test and sell advanced weaponry on the European markets.

In 2016, as the civil unrest of North Africa spread past the borders of Spain and Greece, a new line of armament was introduced to corporate forces. These weapons were based on advanced electromagnetic, chip-controlled technology, previously untested in Europe.

As EuroCorp was formed, after the civil unrest in North Africa, Mao-Murdoch avoided a hostile takeover by reaching out to investors and corporations in North America, Russia, and Japan, effectively diminishing EuroCorp's and Chinese governmental influences within the company.

Mao-Murdoch Ltd. is now an international, independent weapon manufacturer, specializing in advanced armament worldwide. Their unique concept is to embed weapon engineers in the client's licensed production pipelines to assure quality and progress.

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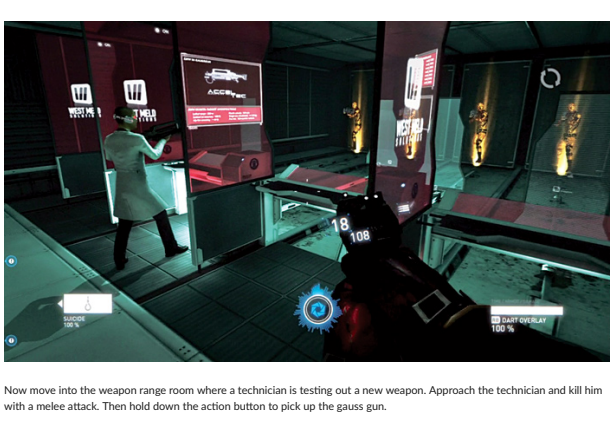
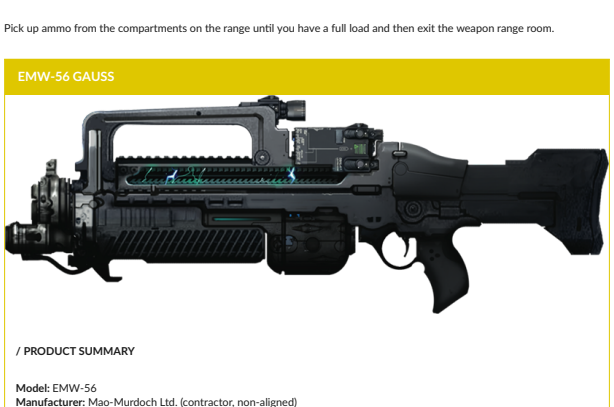


Now move into the weapon range room where a technician is testing out a new weapon. Approach the technician and kill him with a melee attack. Then hold down the action button to pick up the gauss gun.

Practice targeting the dummies on the range by aiming at one, tapping the aim button to lock on, then firing. Notice how the rounds from the gauss gun seek the target.

Pick up ammo from the compartments on the range until you have a full load and then exit the weapon range room.

**EMW-56 GAUSS**



**/ PRODUCT SUMMARY**

**Model:** EMW-56
**Manufacturer:** Mao-Murdoch Ltd. (contractor, non-aligned)
**Projectile:** 5.4x56 mm (auto), 46-round clip
**Weight:** 14.3 lb. (6.5 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Automatic fire primary mode
**Secondary Fire:** N/A
**Additional:** Tap the aim button to lock on to a target in primary mode. Bullet tracking only functions when a target has been locked. Aim slightly away from targets for best results.

**INTEL FEED**

The Mao-Murdoch EMW-56 Gauss Carbine is a fully automatic portable delivery system for Mao Industries' patented 5.4x56 mm PP-X programmable projectile range.

Initial development and production is conducted in the Zürich facilities, but the model's need for extensive trace calibration requires Mao-Murdoch engineers to be on site during implementation.

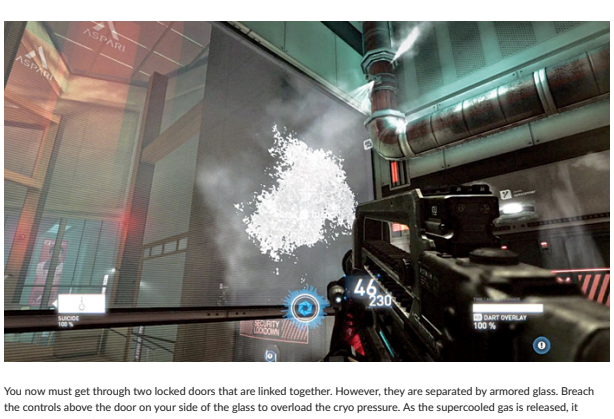
These contractors are embedded with the R&D and development departments for each individual client Syndicate.

Initial targeting feeds a coded seek protocol into each PP-X shell on firing, until the deemed target is registered by the carbine's processor as neutralized, or the weapon clip fires empty.

The EMW-56 features a one-touch visual lock for run-and-gun glimpse targeting, and a variable capacity receiver to accommodate Mao's full range of jacketed, armor-piercing, explosive or incendiary rounds.

The EMW-56 is by far the lightest electromagnetic assault weapon on the market today.

/ end of entry



You now must get through two locked doors that are linked together. However, they are separated by armored glass. Breach the controls above the door on your side of the glass to overload the cryo pressure. As the supercooled gas is released, it makes the armored glass brittle so you can shatter it with gunfire.

**New Data Intel**

**ARMORED GLASS**

**/ DATA ENTRY**

**Entry:** ADAP Glass
**Type:** Agent Operation (tech, app, extended tactics)

**INTEL FEED**

/ Product.Catalogue_WarMart: description_ID3124

ADAP glass is based on a crystalline compound and ceramic micro-webbing, which absorbs and dissipates physical impact and heat from projectiles and thermal assault.

/ Matter.Analysis: molecular_weakness

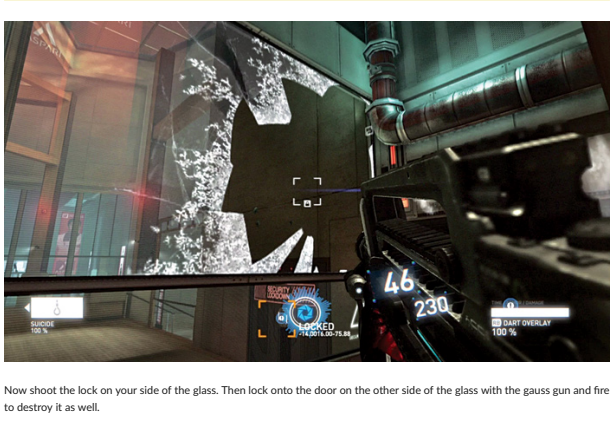
At low temperatures, the crystalline compound slows down. Surface becomes less adaptable and takes longer to adjust after applied force. It is susceptible to gauss charges or high caliber impacts at very high rate of fire.

Sequential impacts at a limited area will shatter the molecular compound and tear the webbing, destroying the glass.

Possible armament: Minigun/Gauss carbine

Formal complaints have been filed with contractors PlexiFlex Ltd., Atlanta, pending adjustment. Legal Department is preparing lawsuit for potential damage on Syndicate property.

/ end of entry



Now shoot the lock on your side of the glass. Then lock onto the door on the other side of the glass with the gauss gun and fire to destroy it as well.

Once both locks are toast, the doors open so you can advance through the waiting room and into a larger lobby. Make sure your weapons are loaded since there are guards out in the lobby sent to stop you.

**New Agent Feature**

**BREACHING:** GRENADES

**/ AGENT OPERATIONS MANUAL**

**Entry:** Breaching mechanics (grenades)
**Type:** Chip functionality, Combat defense

**FUNCTIONALITY**

**Success:** Press and hold the breach button to perform the breach and disable the grenade.
**Failure:** Releasing the breach button too early will cause the breach attempt to fail.

**INTEL FEED**

/ Extention.tac: grenade_reuse

Breaching grenades is significantly faster than most other breaches. Due to the threat to the Agent posed by grenades, DART prioritizes the targeting of grenades over all other breach targets.

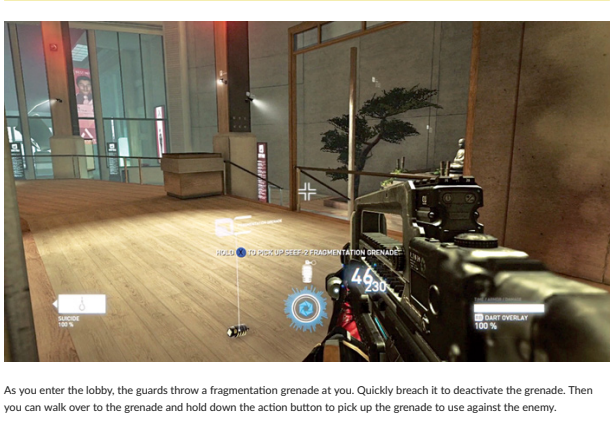
Breaching the SEEF-2 fragmentation grenade involves a hard reset of the SEEF, rendering the grenade inert but usable. The now-disarmed grenade can be picked up and used again.

The electronics in the EDF40 EMP grenade are significantly more delicate. Breaching this type of grenade unfortunately renders it completely useless.

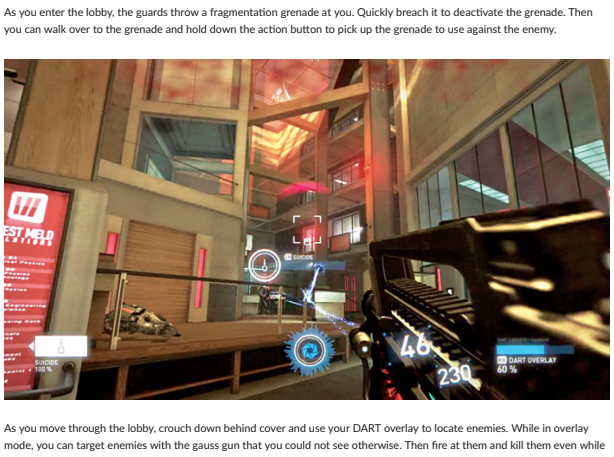
/ Database log entry: G_67101

The chips of all Syndicate Agents provide them with the ability to breach active grenades. Due to the standardization of grenade use across the world in both Syndicate and military circles, the breaching of grenades has been refined and augmented until it is almost automatic.

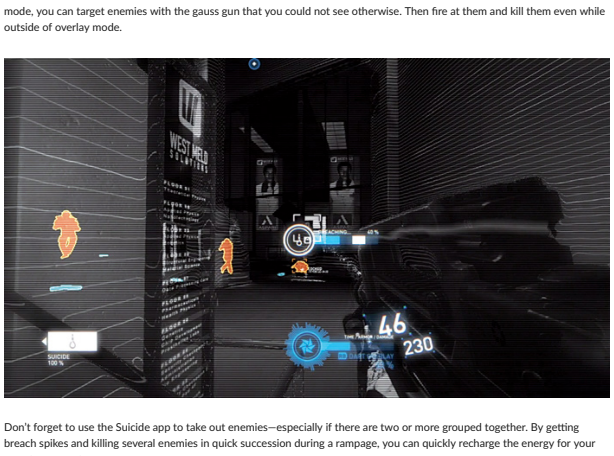
/ end of entry



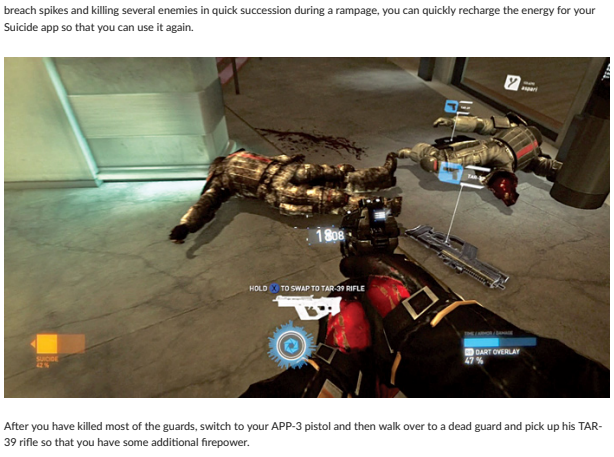
As you enter the lobby, the guards throw a fragmentation grenade at you. Quickly breach it to deactivate the grenade. Then you can walk over to the grenade and hold down the action button to pick up the grenade to use against the enemy.



As you move through the lobby, crouch down behind cover and use your DART overlay to locate enemies. While in overlay mode, you can target enemies with the gauss gun that you could not see otherwise. Then fire at them and kill them even while outside of overlay mode.



Don't forget to use the Suicide app to take out enemies—especially if there are two or more grouped together. By getting breach spikes and killing several enemies in quick succession during a rampage, you can quickly recharge the energy for your Suicide app so that you can use it again.



After you have killed most of the guards, switch to your APP-3 pistol and then walk over to a dead guard and pick up his TAR-39 rifle so that you have some additional firepower.

**TAR-39**

**/ PRODUCT SUMMARY**

**Model:** TAR-39
**Manufacturer:** Aser-Tellinger Industries (license owner, I.I.A.)
**Projectile:** .45 (auto), 40-round clip/40 mm M901 (single, grenade)
**Weight:** 6.8 lb. (3.1 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Automatic fire primary mode
**Secondary Fire:** Single-shot "on-impact" fragmentation grenade

**INTEL FEED**

Developed by Aser-Tellinger and the I.I.A. in 2049, the TAR-15 became an instant sales hit. After its extensive use by EuroCorp forces during the New York riots in 2052, the weapon was exported under license to several manufacturers worldwide, among them EuroCorp-controlled Accelle-Sys.

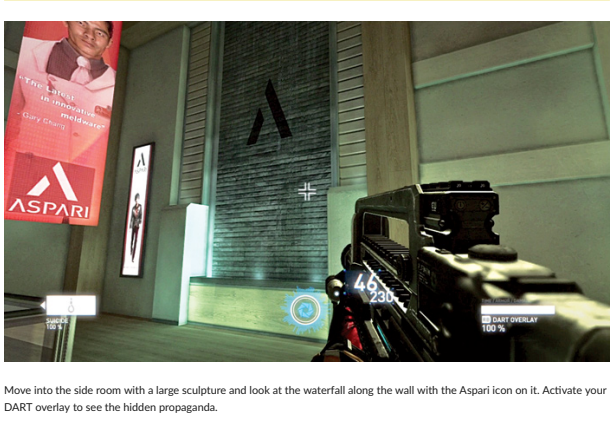
Under license, Accelle-Sys designed a more robust model, releasing the new TAR-39 on the market in 2055.

The TAR-39 is a versatile short-range tactical assault rifle used globally by a wide range of Syndicate security forces. It was designed for close quarters combat scenarios and fires .45 caliber light armor-piercing rounds.

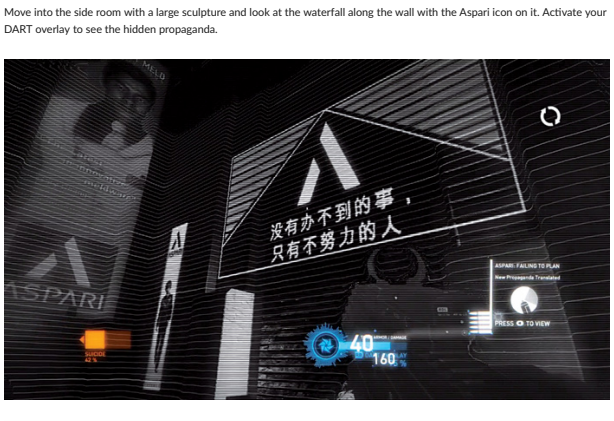
The TAR-39 standard model comes equipped with a 1x/2.5x red dot digital rangefinder scope with a built-in DPSS laser sight, and can carry an underbarrel grenade launcher attachment.

The characteristic sound of a TAR-39 firing on full auto is sometimes known as the "EuroCorp Anthem," as it is employed by most armed personnel of that Syndicate.

/ end of entry



Move into the side room with a large sculpture and look at the waterfall along the wall with the Aspari icon on it. Activate your DART overlay to see the hidden propaganda.

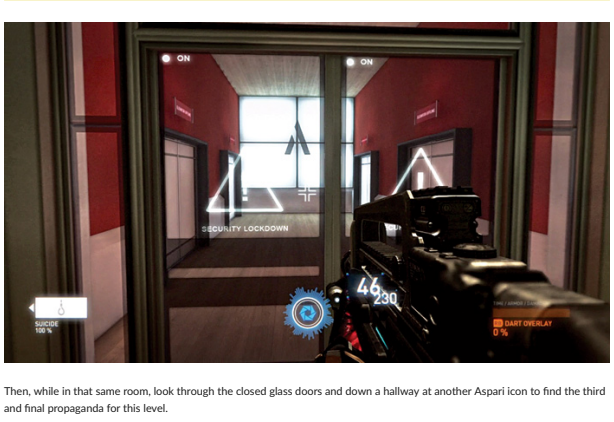


**New Propaganda Tag**

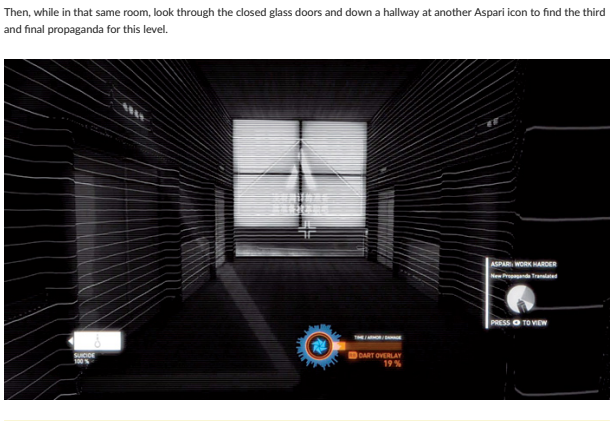
**ASPARI:** FAILING TO PLAN

**"FAILING TO PLAN IS PLANNING TO GET FIRED."**

—Aspari



Then, while in that same room, look through the closed glass doors and down a hallway at another Aspari icon to find the third and final propaganda for this level.

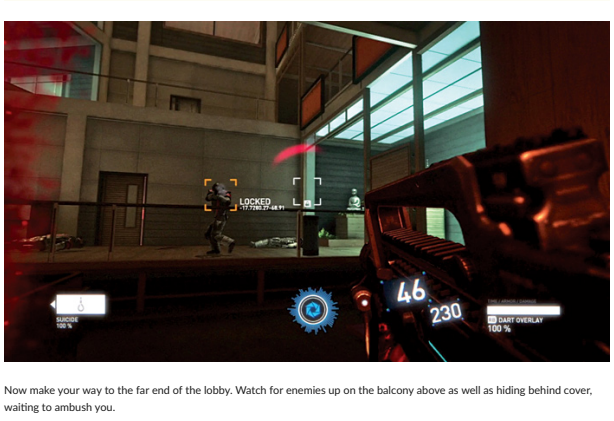


**New Propaganda Tag**

**ASPARI:** WORK HARDER

**"A PERSON WHO SAYS IT CANNOT BE DONE NEEDS TO WORK HARDER."**

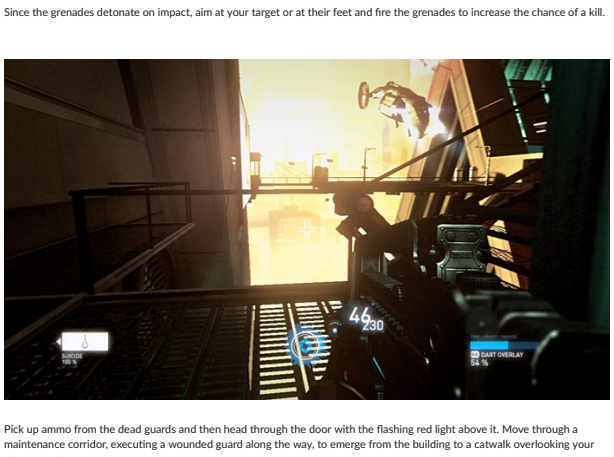
—Aspari



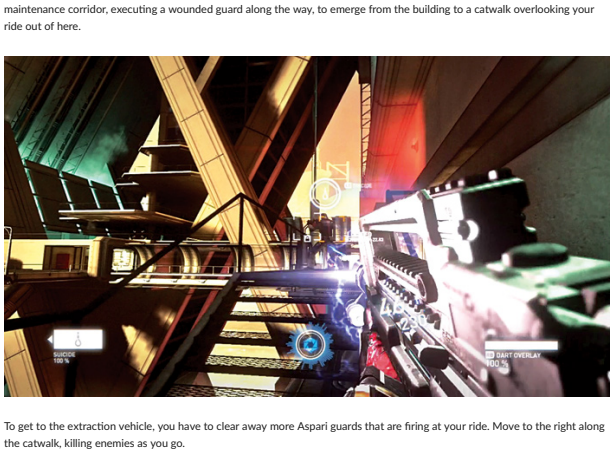
Now make your way to the far end of the lobby. Watch for enemies up on the balcony above as well as hiding behind cover, waiting to ambush you.

The DART overlay helps you detect them before they can get a shot at you. Also be sure to try out the TAR-39 including its secondary fire grenade launcher.

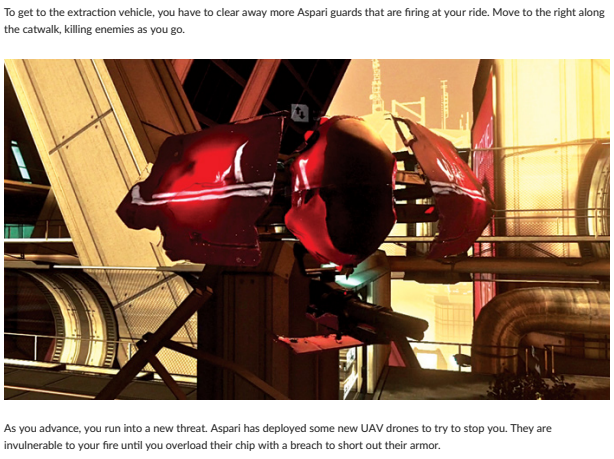
Since the grenades detonate on impact, aim at your target or at their feet and fire the grenades to increase the chance of a kill.



Pick up ammo from the dead guards and then head through the door with the flashing red light above it. Move through a maintenance corridor, executing a wounded guard along the way, to emerge from the building to a catwalk overlooking your ride out of here.



To get to the extraction vehicle, you have to clear away more Aspari guards that are firing at your ride. Move to the right along the catwalk, killing enemies as you go.



As you advance, you run into a new threat. Aspari has deployed some new UAV drones to try to stop you. They are invulnerable to your fire until you overload their chip with a breach to short out their armor.

Take aim and breach each of these drones. Then lock on to them with the gauss gun and fire away to destroy them.

**New Threat Profile**

**THREAT:** UAV DRONE

**/ THREAT ANALYSIS**

**Type:** Unmanned Aerial Vehicle
**Feature:** Liquid polymer armor
**Manufacturer:** Multiple

**TACTICAL SUMMARY**

Variety of liquid armor protection makes the UAV resistant to most projectile fire.

Breaching will short out regulatory systems and trigger catastrophic crystallization of the liquid armor, making the UAV vulnerable to conventional projectile fire.

**INTEL FEED**

Developed by most of the major Syndicates, but with negligible performance differences between the various models, UAVs are controlled by advanced AIs operating with high levels of autonomy. UAVs are able to be deployed in a wide variety of scenarios, from standard security patrols to riot suppression.

Most combat models have a pair-bond interface, allowing them to communicate and be controlled by a chipped human.

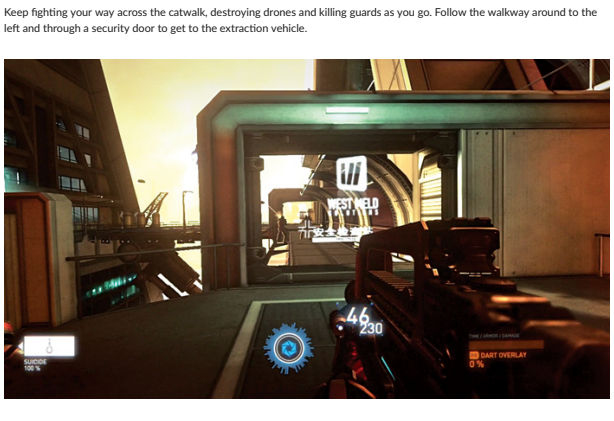
/ Aspari.SecuNet_munitions: PD-4_drone

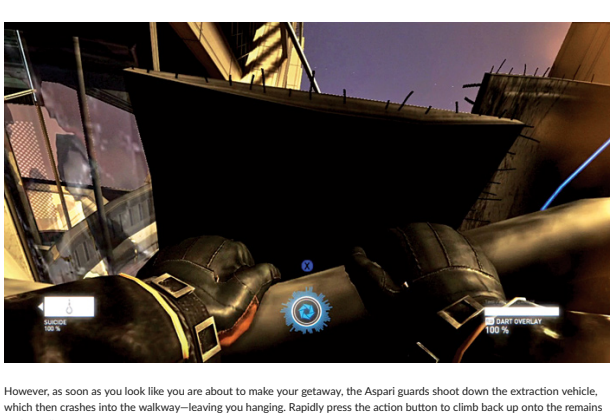
The Aspari PD-4 Pacification Drone delivers high volume suppressive firepower from an aerial platform with full UAV maneuverability and fluid matrix shielding from Vanadium Tech.

The PD-4 is self-charging and can be set to security roam over a wide range of parameters, for periods of anything up to five years.

/ end of entry

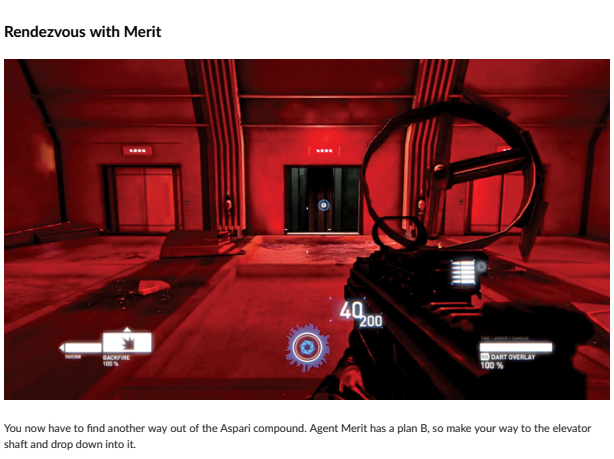
Keep fighting your way across the catwalk, destroying drones and killing guards as you go. Follow the walkway around to the left and through a security door to get to the extraction vehicle.





However, as soon as you look like you are about to make your getaway, the Aspari guards shoot down the extraction vehicle, which then crashes into the walkway—leaving you hanging. Rapidly press the action button to climb back up onto the remains of the walkway.

## Rendezvous with Merit



You now have to find another way out of the Aspari compound. Agent Merit has a plan B, so make your way to the elevator shaft and drop down into it.

**Golden Handshake**

Complete Assault on Aspari to earn this award.

Campaign Walkthrough

# Milestone T2: Backfire

After the evacuation vehicle was destroyed, a new app was uploaded to your DART chip. As a result, your chip has activated a tutorial on how to use the Backfire app.

### New Breach App

**APP:** BACKFIRE

**/ AGENT OPERATIONS MANUAL**

**Entry:** Application mechanics (Backfire)
**Category:** SUPPORT
**Type:** Chip functionality, DnDP Application firmware update
**Energy:** Grade 1, Low energy consumption

/ Firmware.System.Merge

DART firmware has been updated. Offensive Application Backfire has been merged with main processor and subsystems.

**FUNCTIONALITY**

**Selection:** Press the breach mode 2 button to select Backfire Application.
**Selection Co-Op:** Backfire will be available in an application slot when selected in your loadout.
**Breach:** Hold the breach app button when target has been selected to initiate breach. Continue until end of breach bar or release at breach spike area for a successful breach.
**Additional:** Temporarily disrupt enemy weapon.

**INTEL FEED**

Application DnDP link causes the target's weapon to backfire, dealing a moderate amount of damage and knocking the enemy back. This can be used to flush a hidden enemy out of cover.

/ Extention.tac: system_collapse

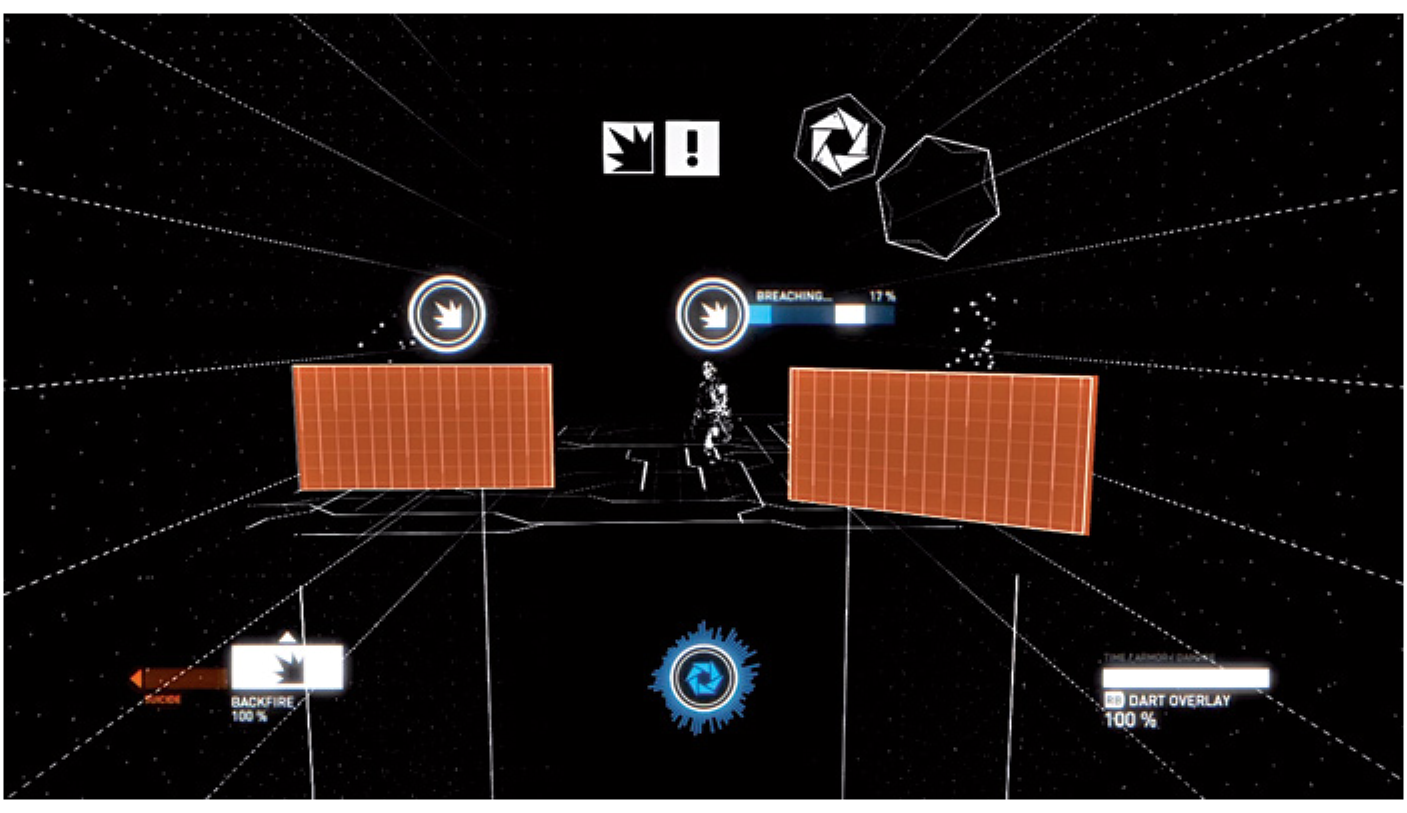
For 3 seconds after being affected by Backfire, the target takes double damage. This makes it easier to perform follow-up kills after using the application.

/ Extention.tac: chip_bounce

Weapon chip systems are inferior to military asset chips. The low firewall rating Backfire can affect up to two targets. It can be further upgraded with the Cerberus Targeting module to affect a third target.

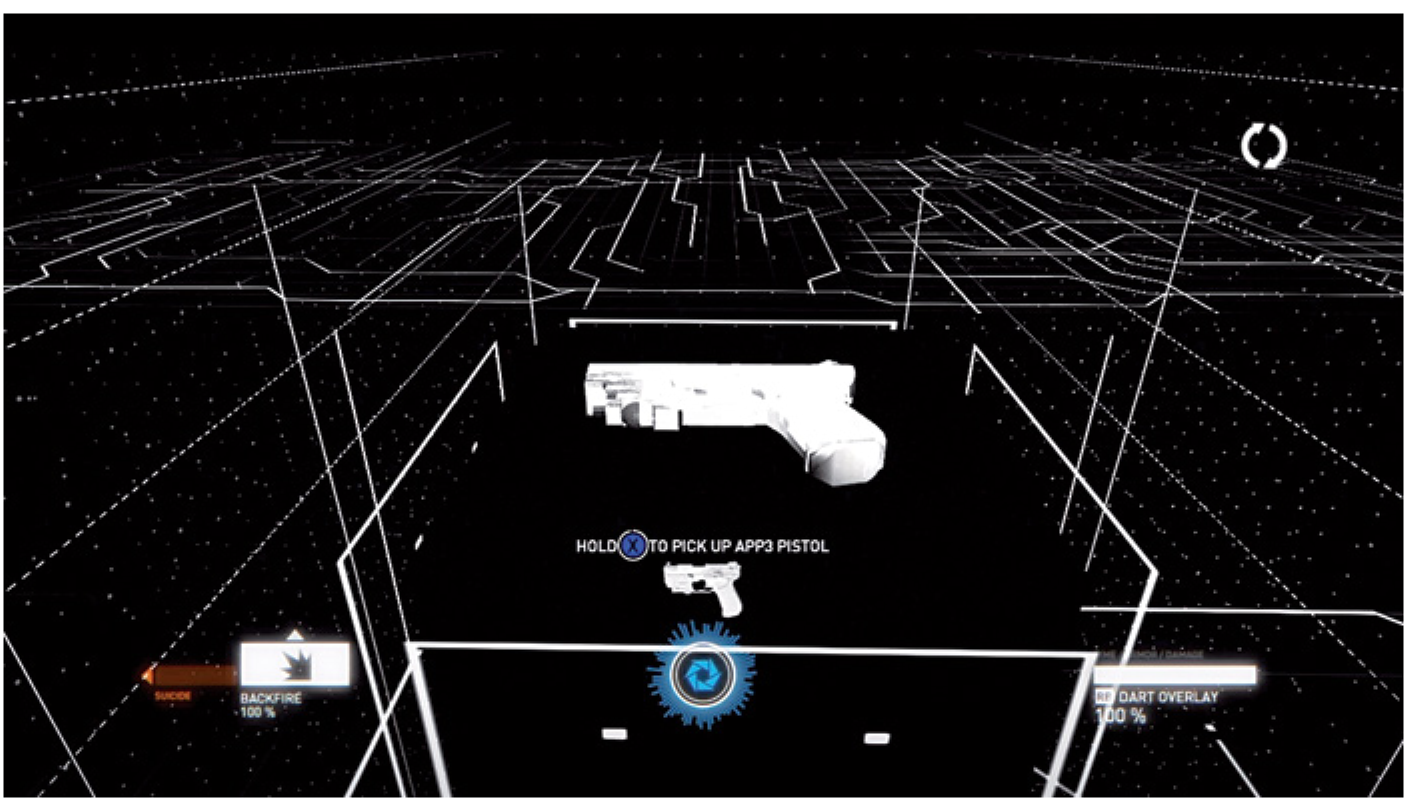
/ end of entry

## Perform Application Tests

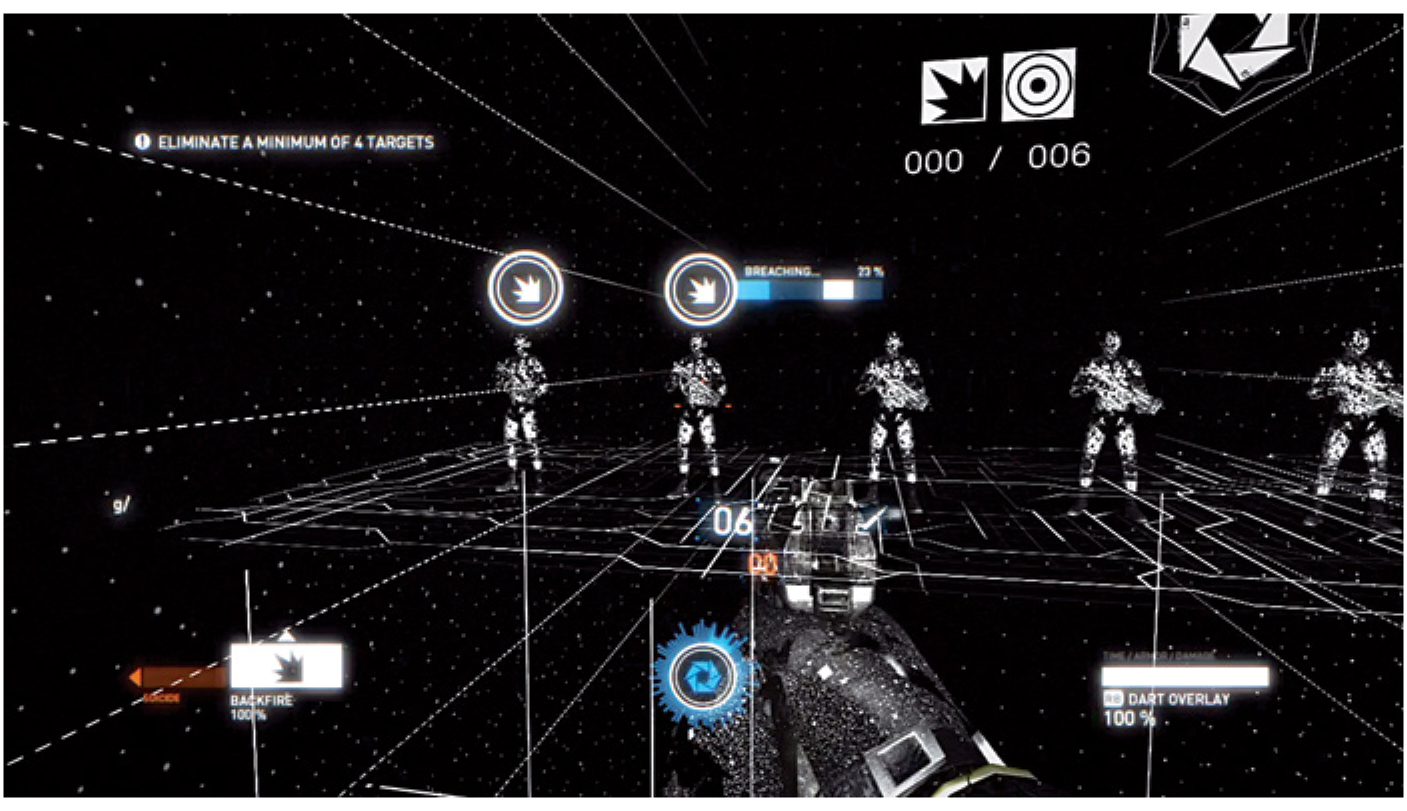

BREACHING...
BACKFIRE
100 %
DART OVERLAY
100 %

The Backfire app actually affects a target's weapon while also causing some damage to the target. During the first part of the tests, use the breach button to activate the Backfire app.

## Enter Challenge Area and Eliminate a Minimum of Four Targets


HOLD Ⓧ TO PICK UP APP3 PISTOL
BACKFIRE
100 %
DART OVERLAY
100 %

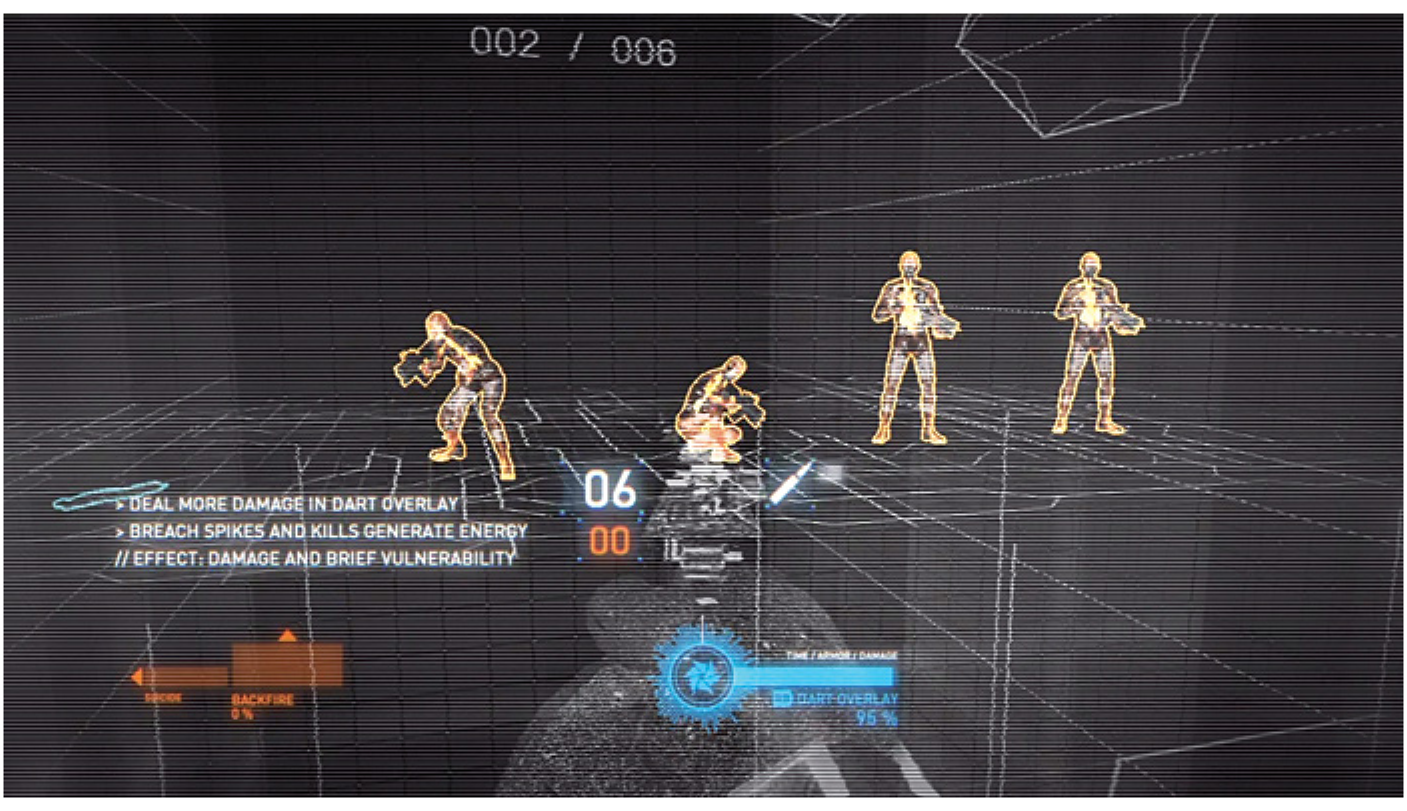
After trying out the app, it is time to complete the challenge. Move forward to the challenge area and pick up the APP-3 pistol. You must combine the Backfire app along with firearms to defeat a number of enemies.


ELIMINATE A MINIMUM OF 4 TARGETS
000 / 006
BREACHING...
06
BACKFIRE
100%
DART OVERLAY
100 %

You have only six shots and there are six enemies. Start off by aiming at one of the two enemies on the left. Notice that the Backfire icon appears over the heads of two enemies.

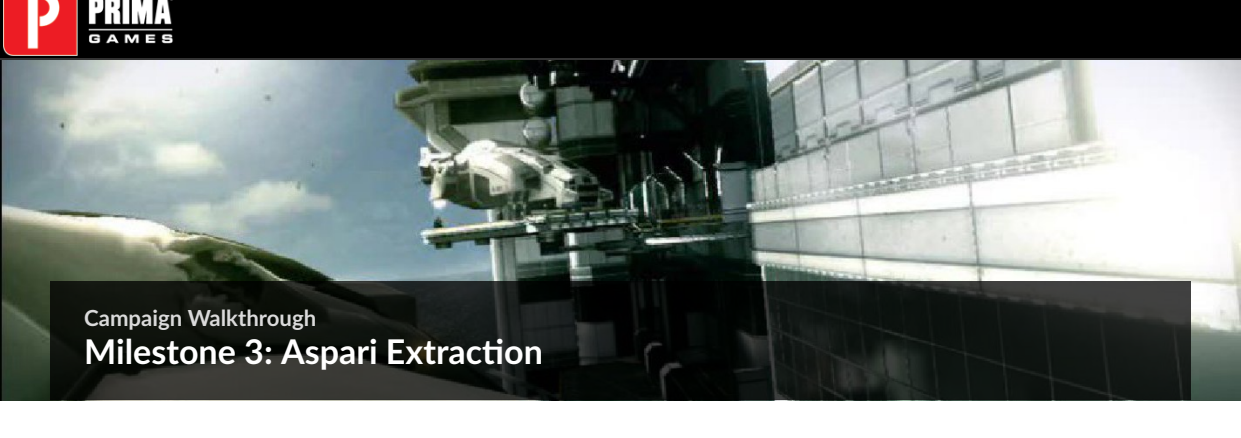
Both will be effected when you activate the breach—and both will be vulnerable for a few seconds. Activate your DART overlay to increase the damage you inflict and then use the breach app.

As soon as they are affected by the Backfire app, quickly fire one shot at each enemy to kill them.


002 / 006
> DEAL MORE DAMAGE IN DART OVERLAY
> BREACH SPIKES AND KILLS GENERATE ENERGY
// EFFECT: DAMAGE AND BRIEF VULNERABILITY
06
00
BACKFIRE
0 %
TIME / ARMOR / DAMAGE
DART OVERLAY
95 %

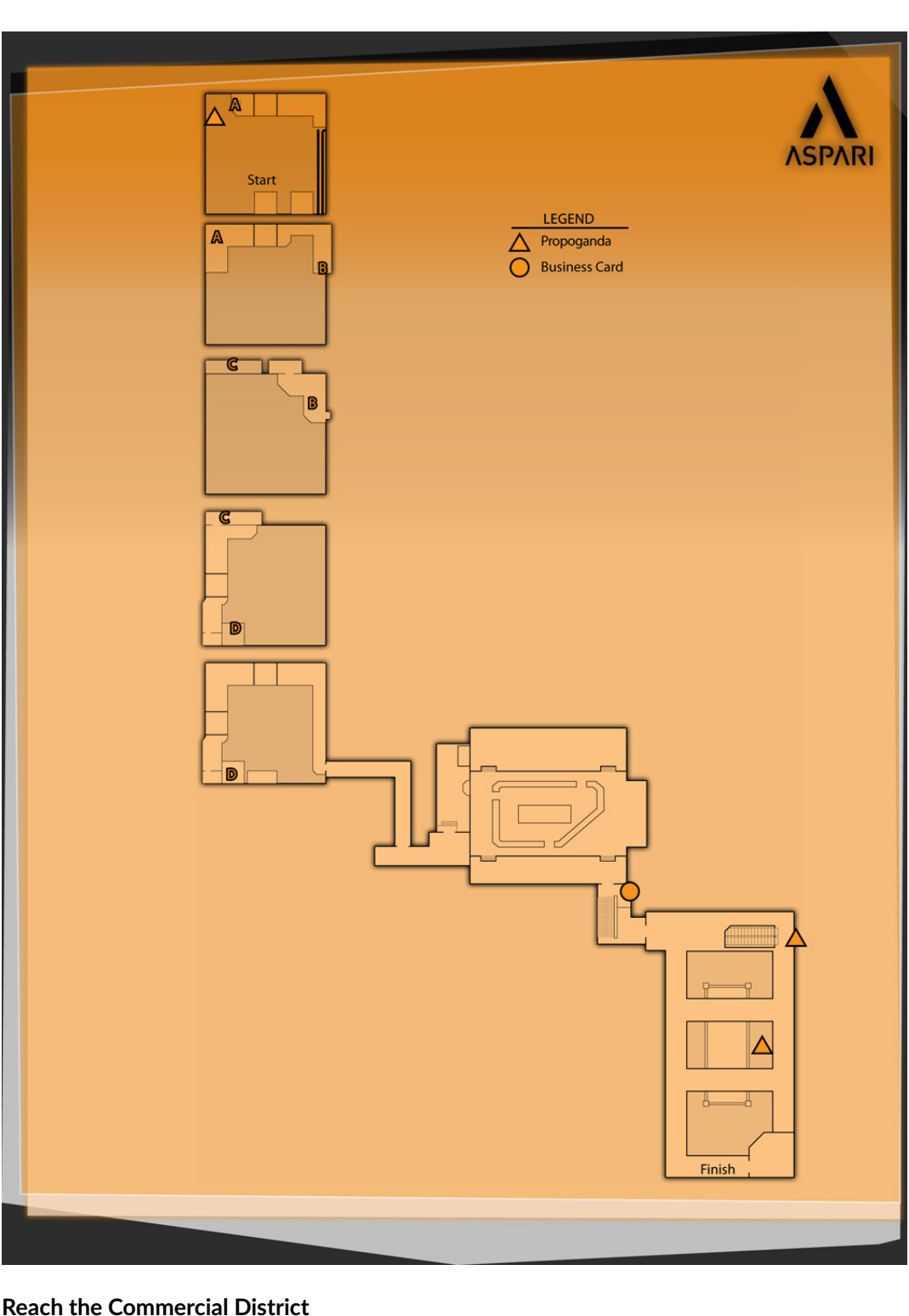
Next, target the middle two enemies and use the Backfire app again followed by two quick shots to kill these enemies. Finally, wait for your DART overlay to recharge, then kill the last two enemies using the Backfire app followed by two shots.

If you can get all six enemies, you get a perfect score. Exit the challenge area to continue to the next level.

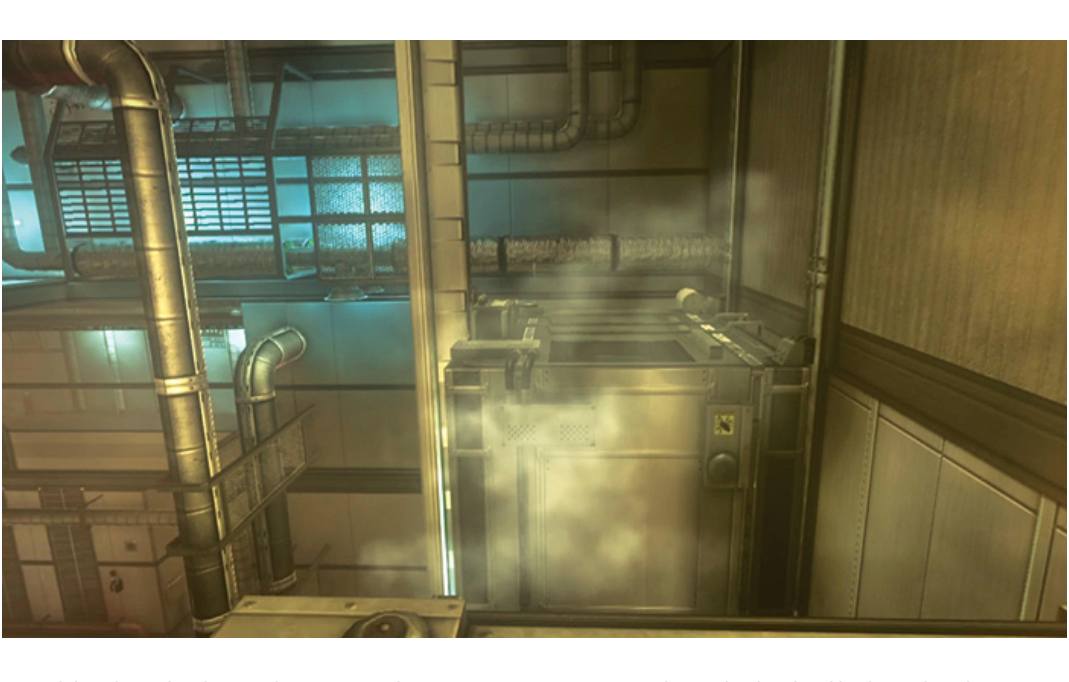


Campaign Walkthrough

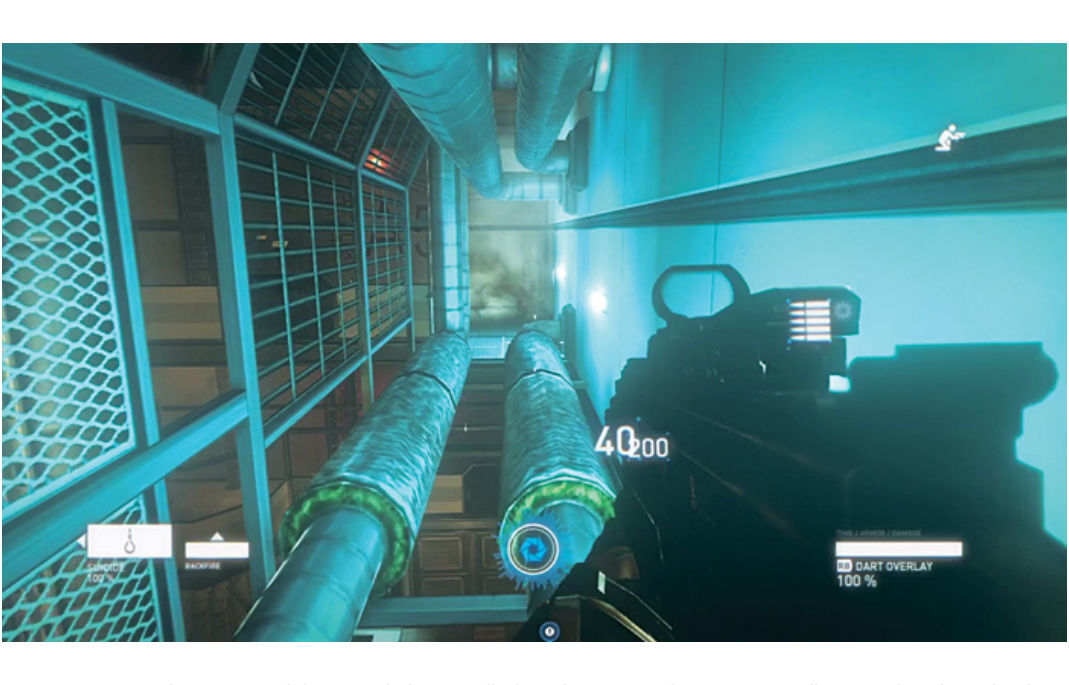
# Milestone 3: Aspari Extraction



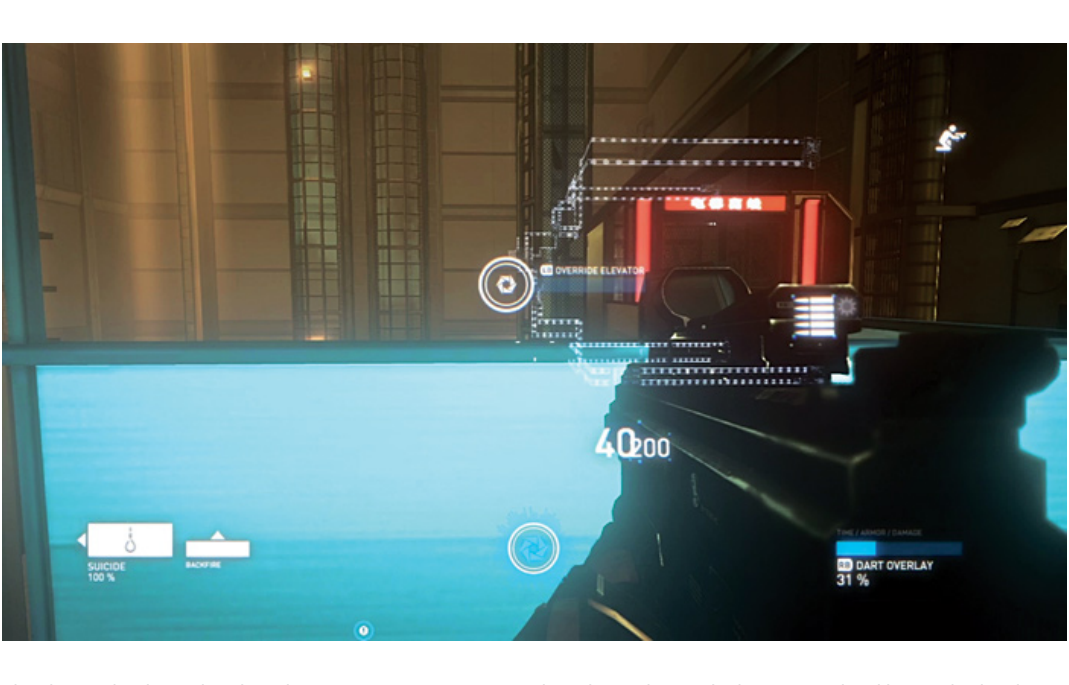
## Reach the Commercial District



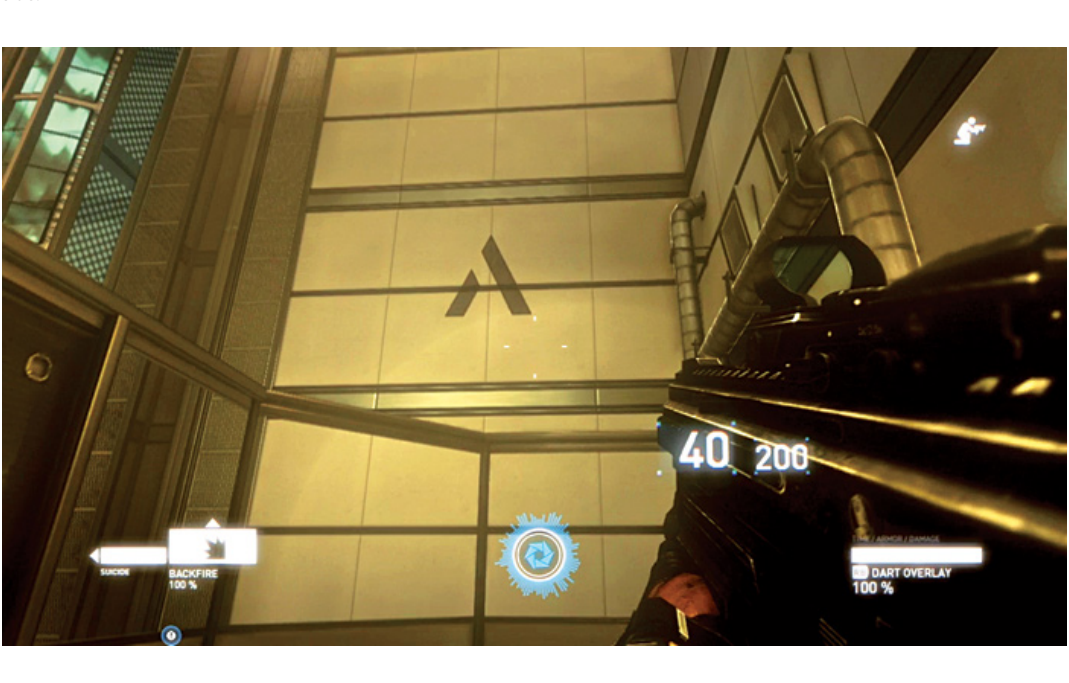
After sliding down the elevator shaft for several floors, you come to a stop. Look straight ahead and back up a bit. Then sprint and jump across a gap to get to a platform on the other side.

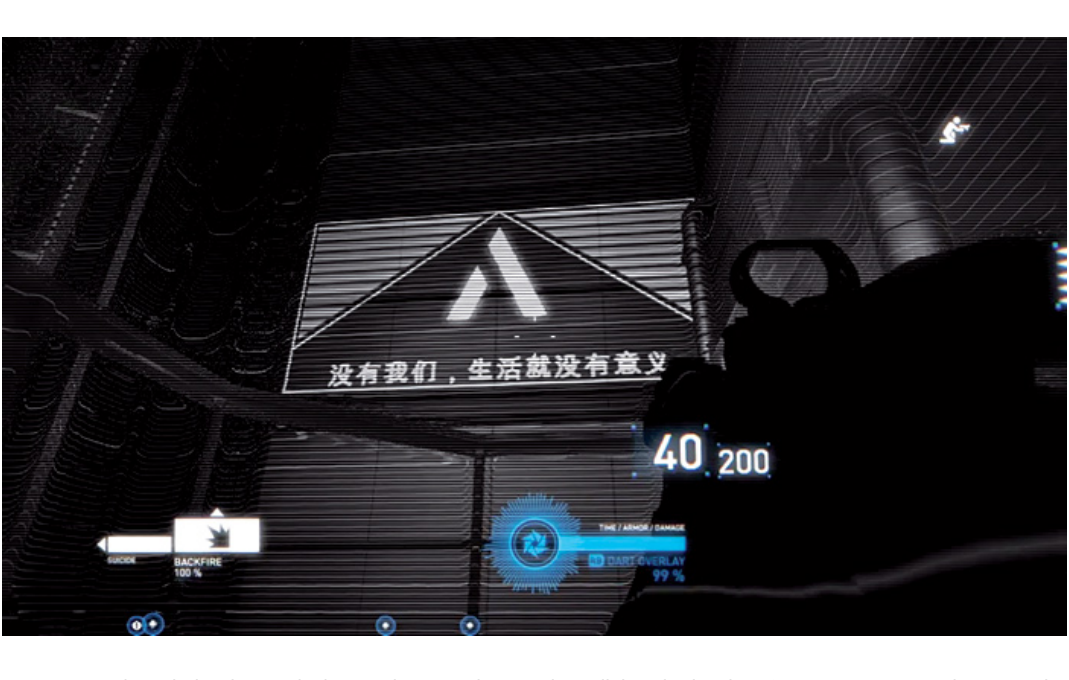


Hop up onto a couple of pipes and then crouch down. Walk along the pipes until you get to a walkway on the other side. Then step down and head to the left.



The elevator has been shut down by security. However, you can breach it and override the command and bring it back online. Wait for the elevator to arrive at your floor and then, when the doors open, walk right through it to the walkway on the other side.





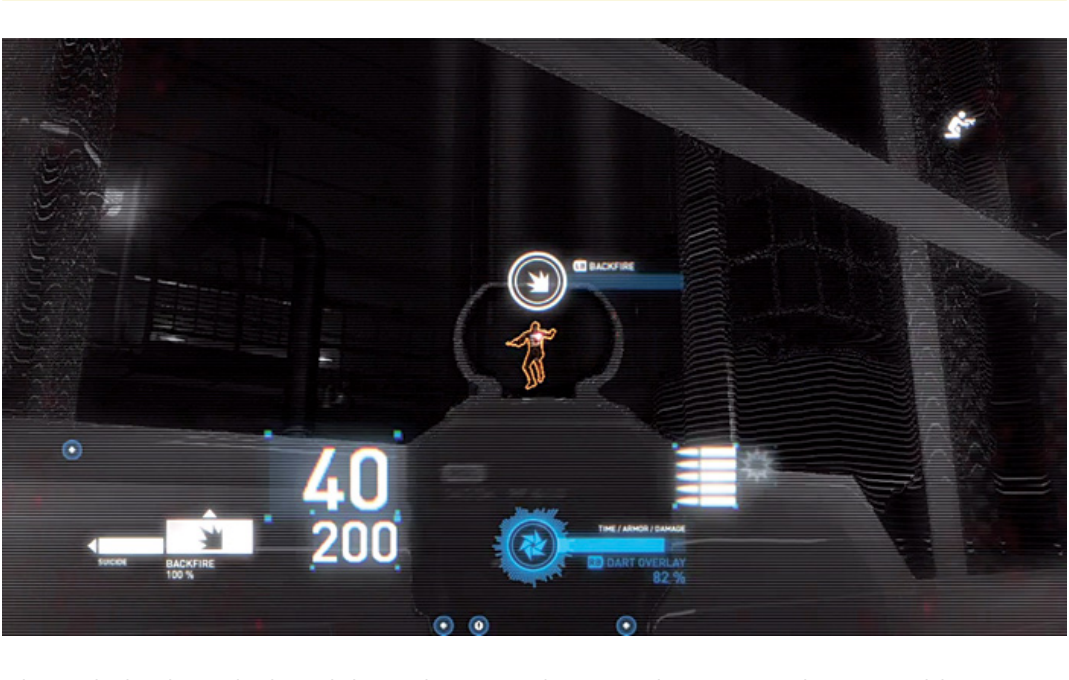
After moving through the elevator, look up at the Aspari logo on the wall directly ahead. Activate your DART overlay to see the hidden propaganda. Then open the security hatch on the floor by pressing the action button. Once it is open, drop down to the level below.

**New Propaganda Translated**

**ASPARI:** NO LIFE

**"THERE IS NO LIFE WITHOUT US."**

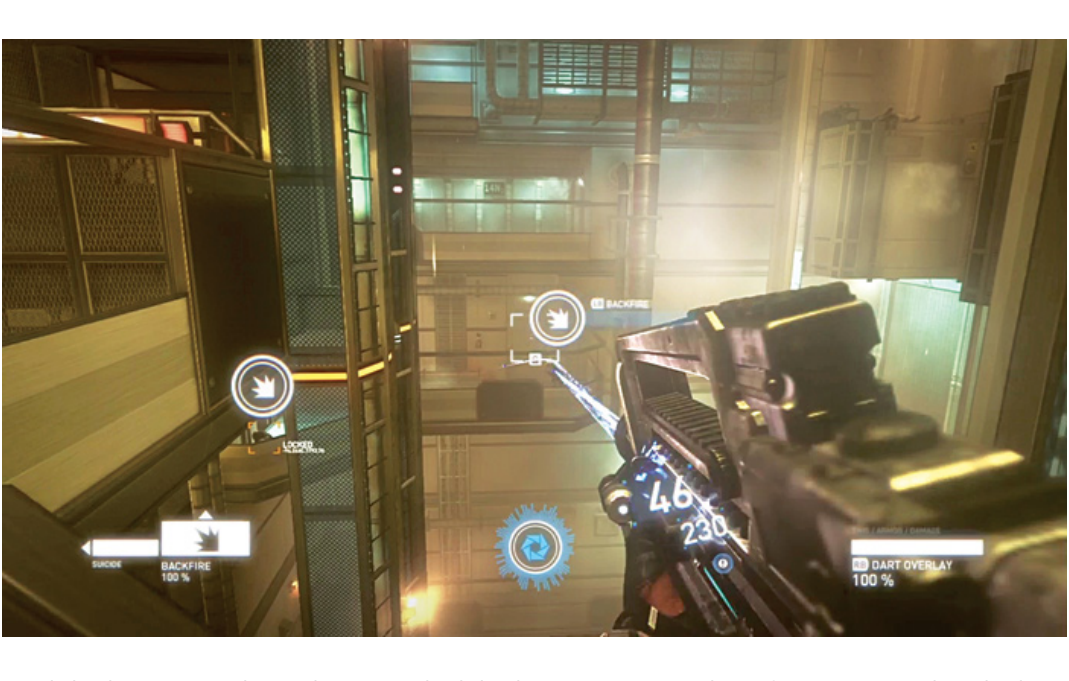
—Aspari



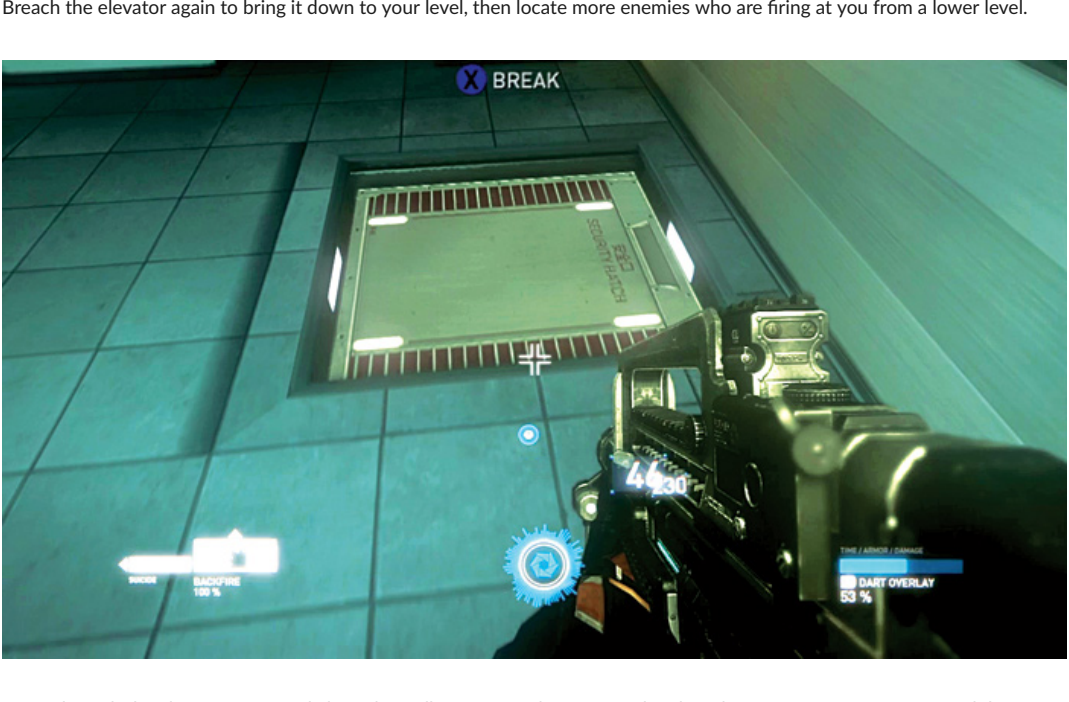
When you land on the next level, crouch down and turn to face the center of the area. Enemies begin to rappel down from above. Activate the DART overlay to locate them easier and take them out.

**Tip**

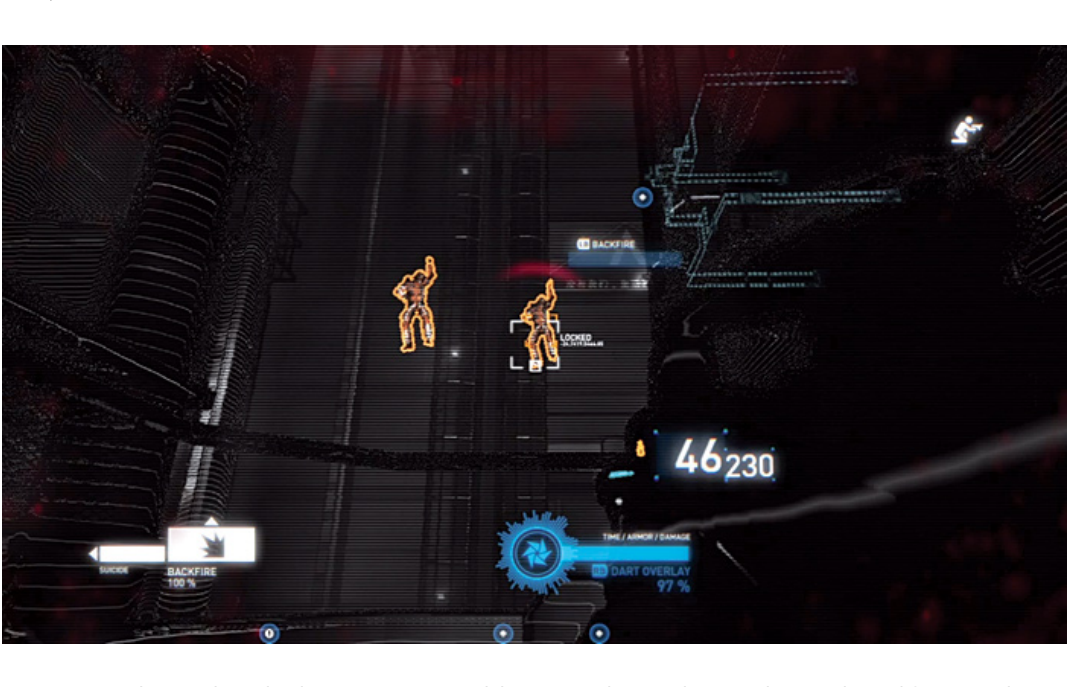
The gauss gun works well in this area since you can target enemies and stay behind cover to fire. However, when your ammo gets low, switch to the TAR-39, which is also quite effective.



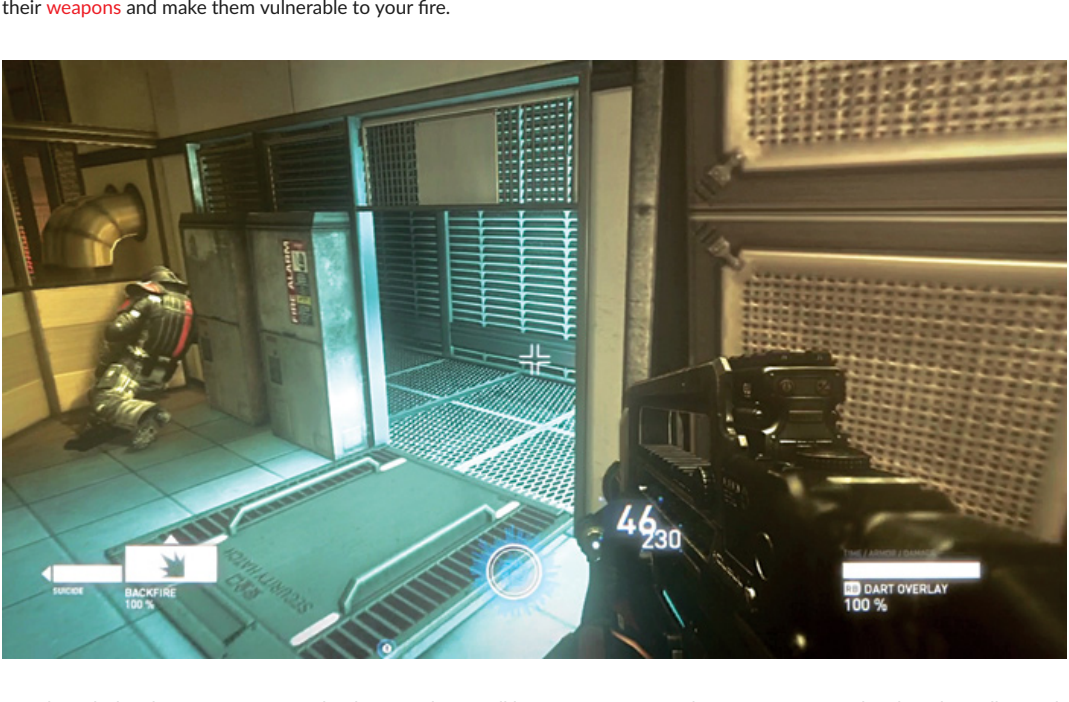
Breach the elevator again to bring it down to your level, then locate more enemies who are firing at you from a lower level.



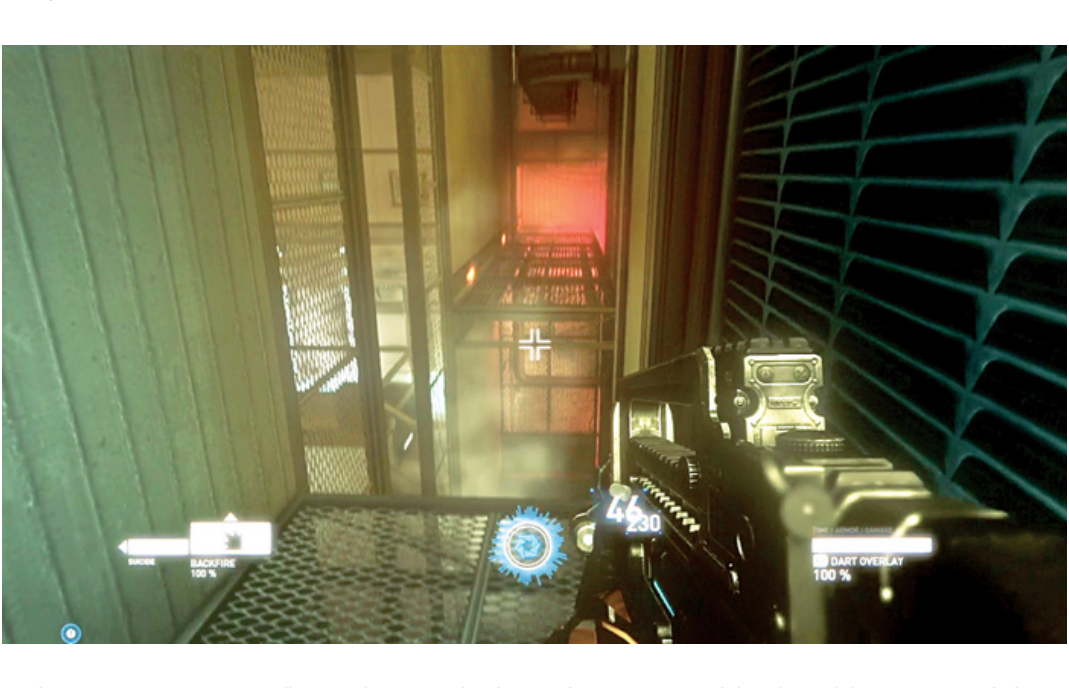
Move through the elevator again and along the walkway to another security hatch in the floor. Before opening it and dropping down, look for more enemies and neutralize them all.



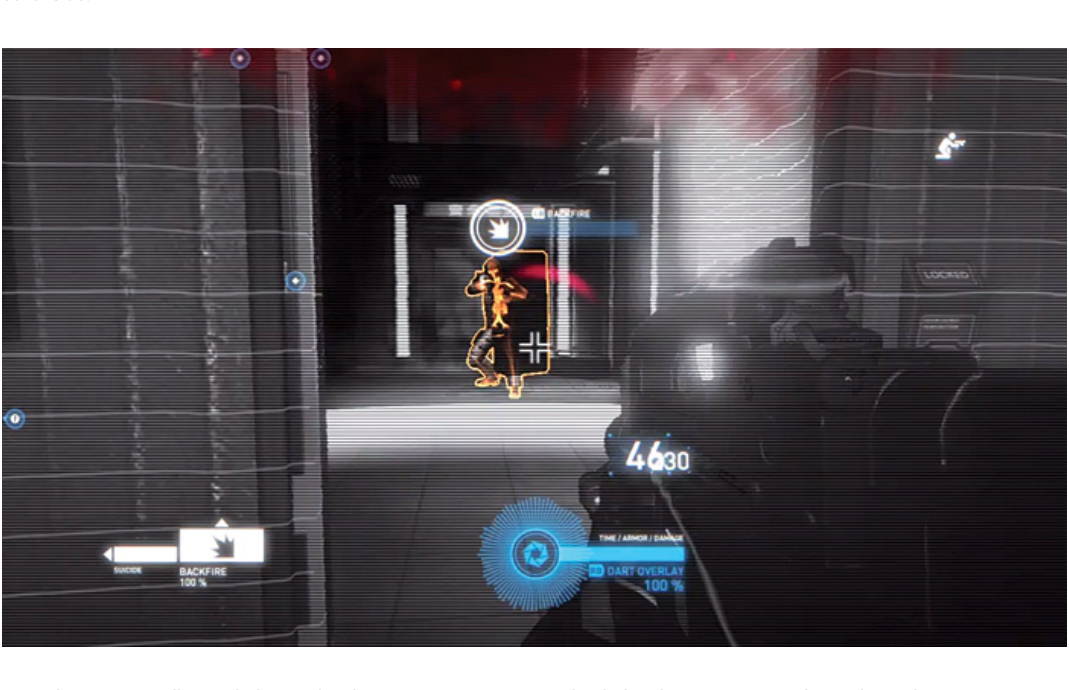
As soon as you drop to a lower level, more enemies rappel down. Since they are close together, use the Backfire app to disrupt their weapons and make them vulnerable to your fire.



Now breach the elevator again to send it down so that it will be out of your way. Then open a security hatch in the wall, crouch down, and crawl inside.

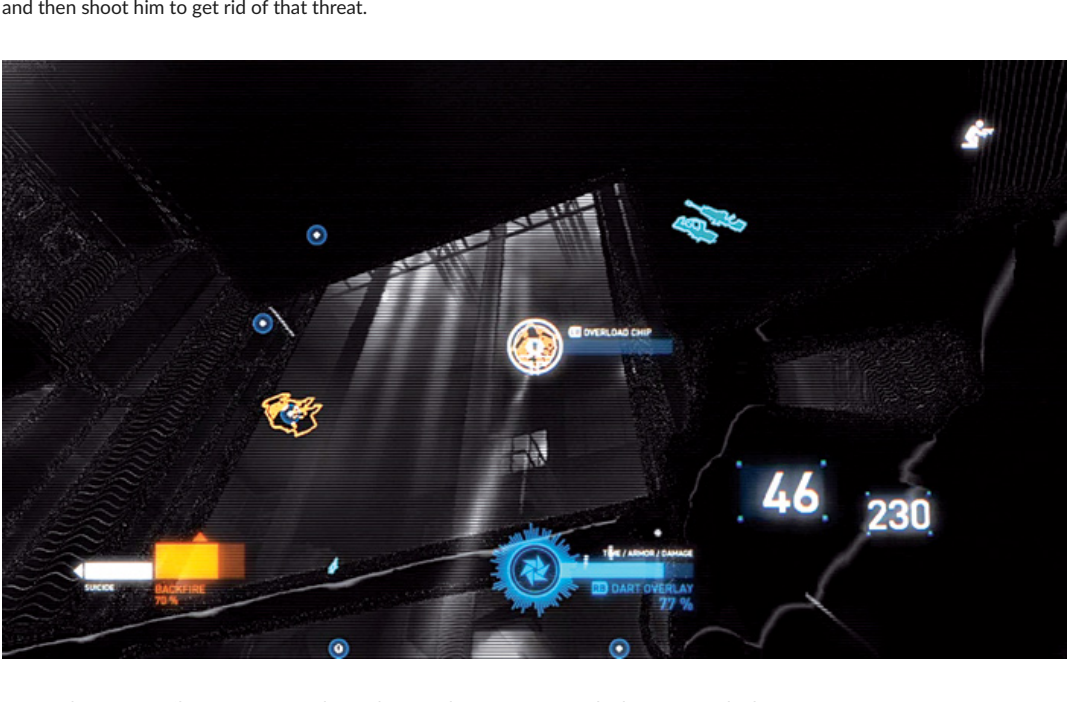


You have to jump from one catwalk to another across the elevator shaft. Sprint toward the edge and then jump to reach the other side.



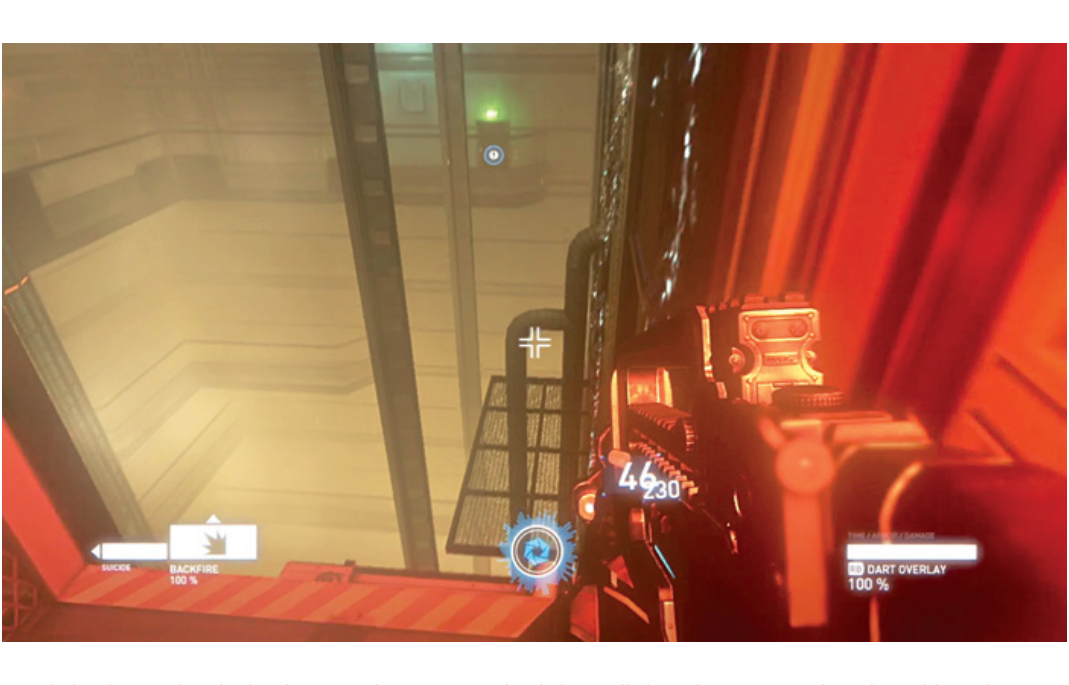
Drop down to a small room below and make sure your weapons are loaded and your DART overlay is charged.

Approach the door to open it and an enemy with a riot shield comes at you. Use the Backfire app to make him lower his shield and then shoot him to get rid of that threat.

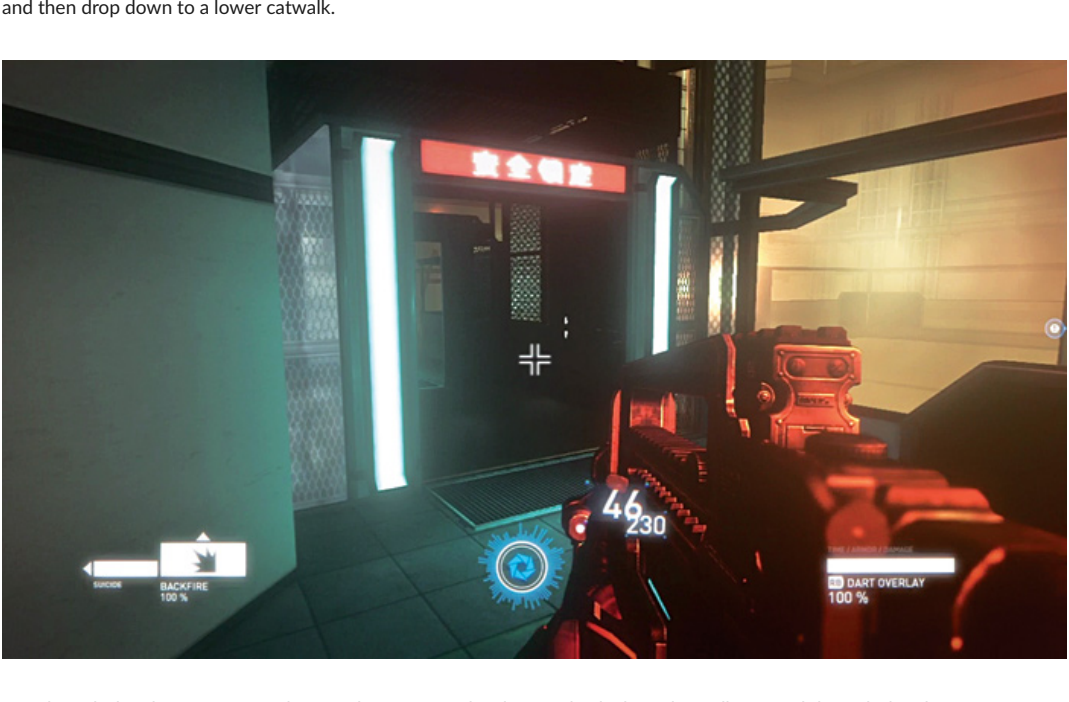


Stay in the room until your DART overlay recharges, then move out and take cover to the left.

There are a few UAV drones flying above you. Breach them to overload their chips, then shoot them down. Next kill any remaining enemies in the area.

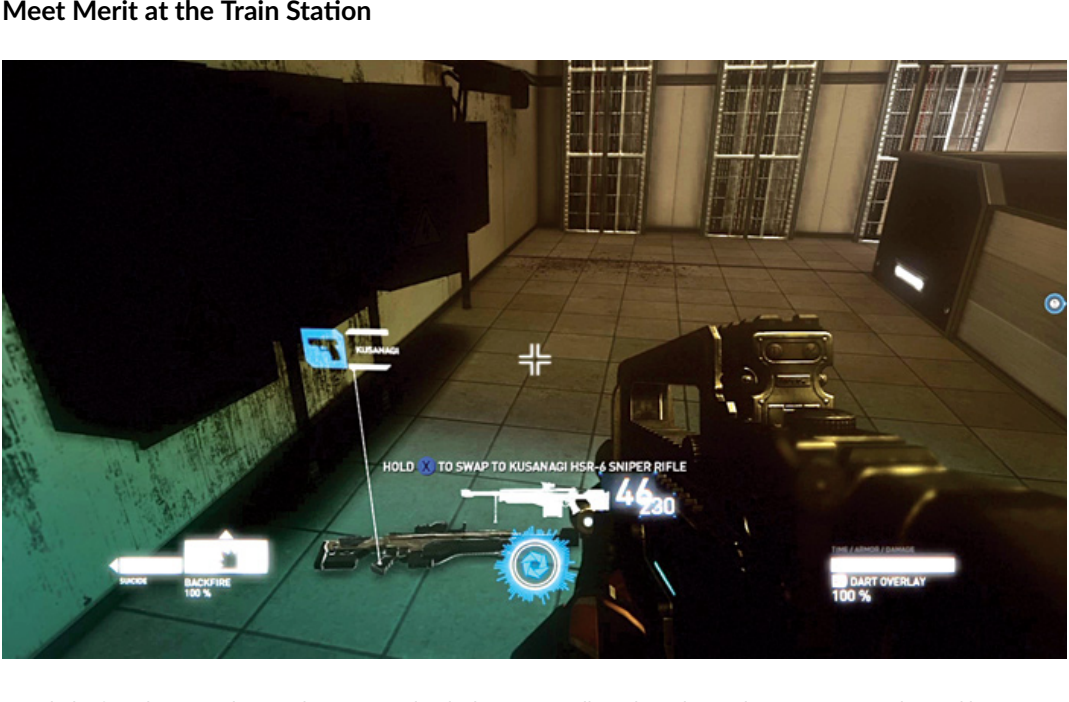


Breach the elevator directly ahead of you to bring it to your level, then walk through it. Continue through a red-lit enclosure and then drop down to a lower catwalk.



Now breach the elevator again to bring it down to your level. Move back along the walkway and through the elevator again. Agent Merit contacts you at this time and gives you a new objective.

## Meet Merit at the Train Station



Breach the first elevator to bring it down to your level. Then, after walking through it, pick up a sniper rifle dropped by one of the enemies. You have to swap it out with one of your other weapons. It is usually a good idea to keep the TAR-39.

**KUSANAGI SNIPER**

**/ PRODUCT SUMMARY**

**Model:** Kusanagi HSR-6
**Manufacturer:** Takashi Corp. (license owner, Tao)
**Projectile:** 7.52 mm (single), 4-round clip
**Weight:** 20.9 lb (9.5 kg)

**TACTICAL SUMMARY**

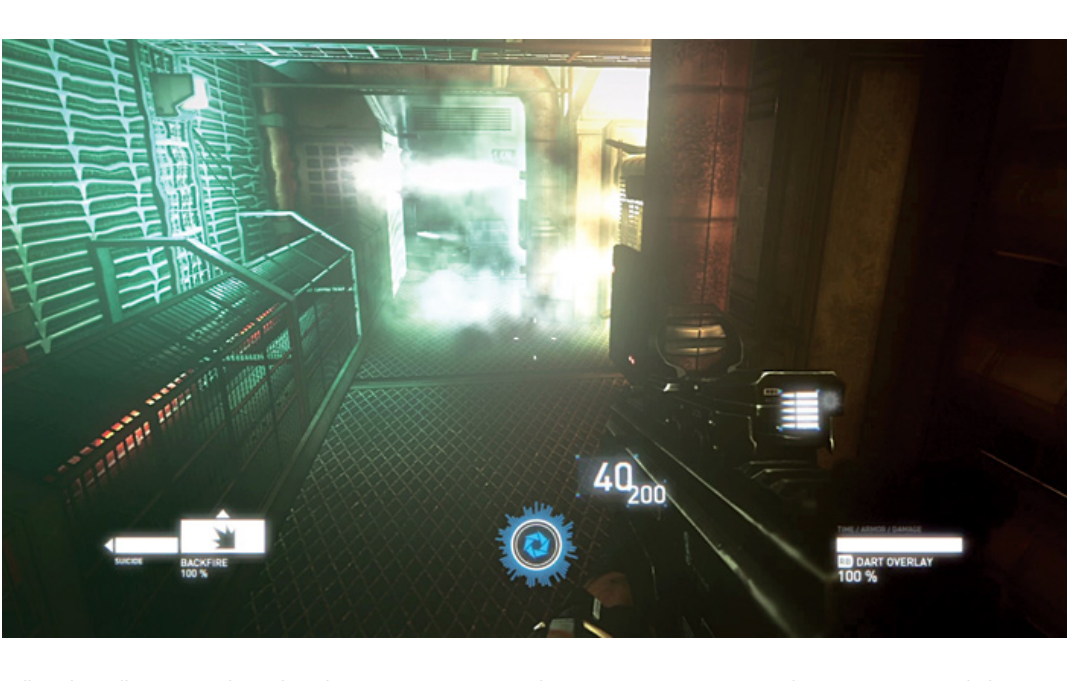
**Primary Fire:** Semi-automatic primary mode with ClearAim® scope
**Secondary Fire:** Semi-automatic secondary mode, with disabled scope for close range combat
**Additional:** Primary and Secondary fire modes both use an extended version of the overpressurized projectile system, breaking through low-grade covers

**INTEL FEED**

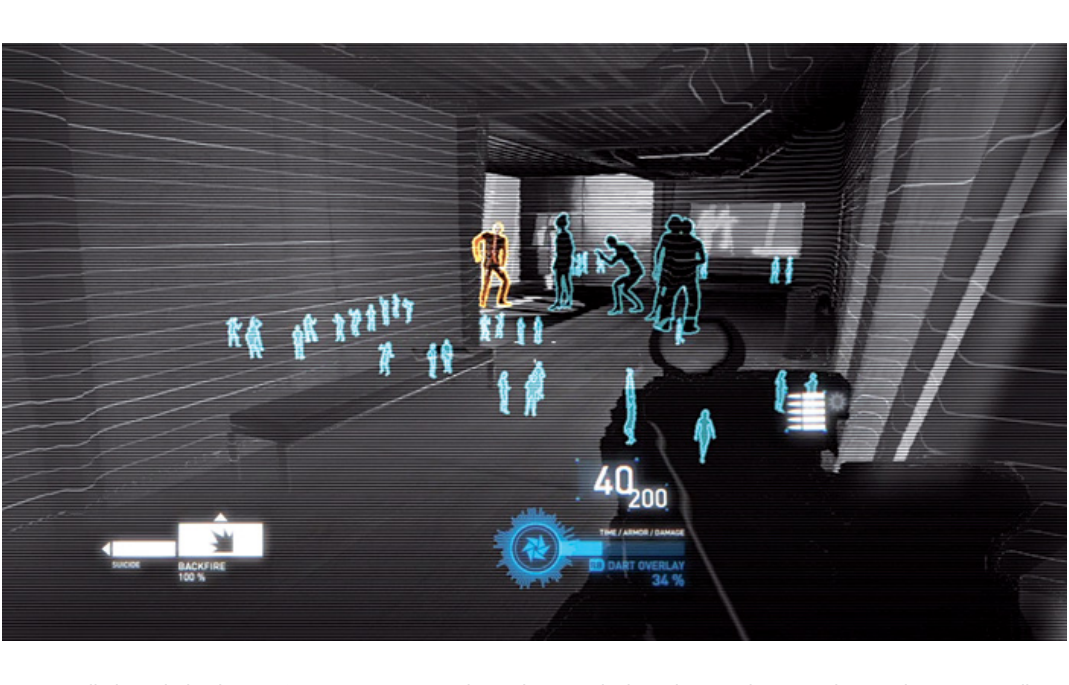
Following the ACR-10's excellent reception, the Takashi Corporation introduced the HSR-6 to high expectations. Restricted to semi-automatic mode, with a new propulsion extension system and designed with a sleek, streamlined refit, this long-range repurposing seemed an excellent development.

The assassination of the French Prime Minister also gave the weapon notoriety, followed by public outcries against arms development and unprecedented premiere firearm sales.

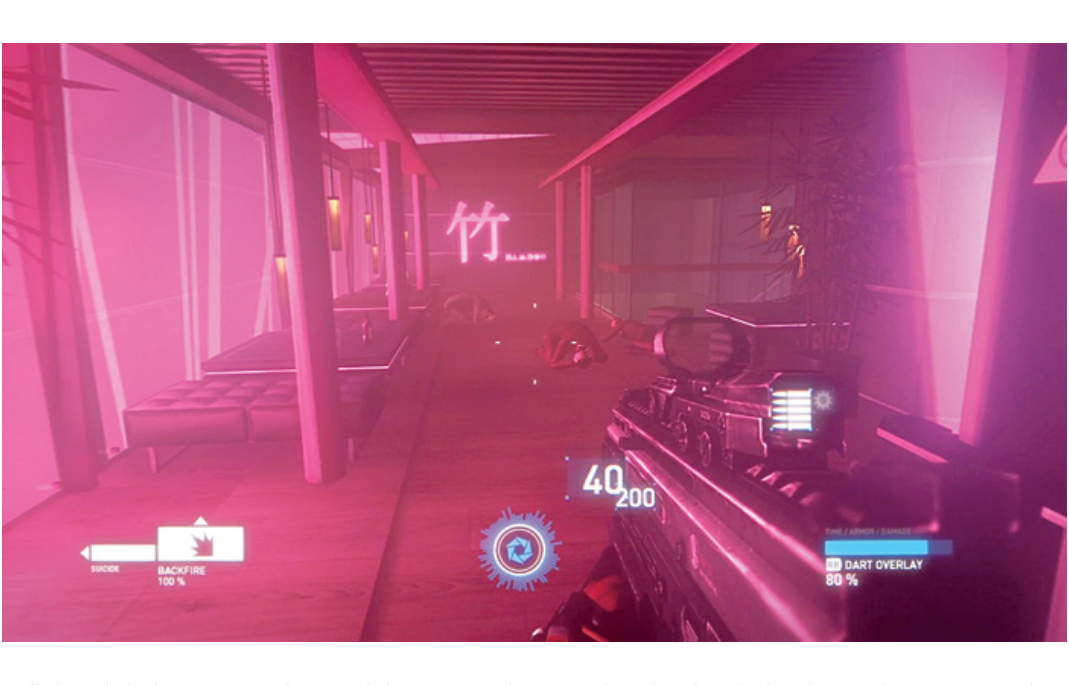
/ end of entry



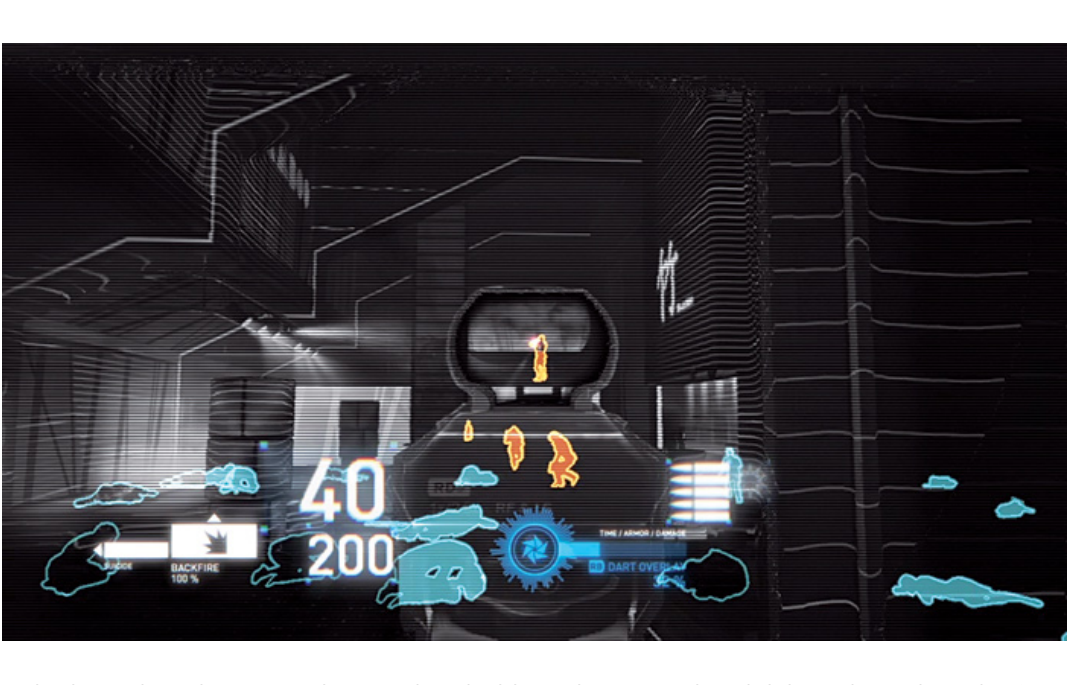
Follow the walkway around to a door that opens as you approach. Continue into a passage with steam pipes. Crouch down to avoid being burned by a jet of steam as you walk under it. Keep moving to a door marked with an exit sign.



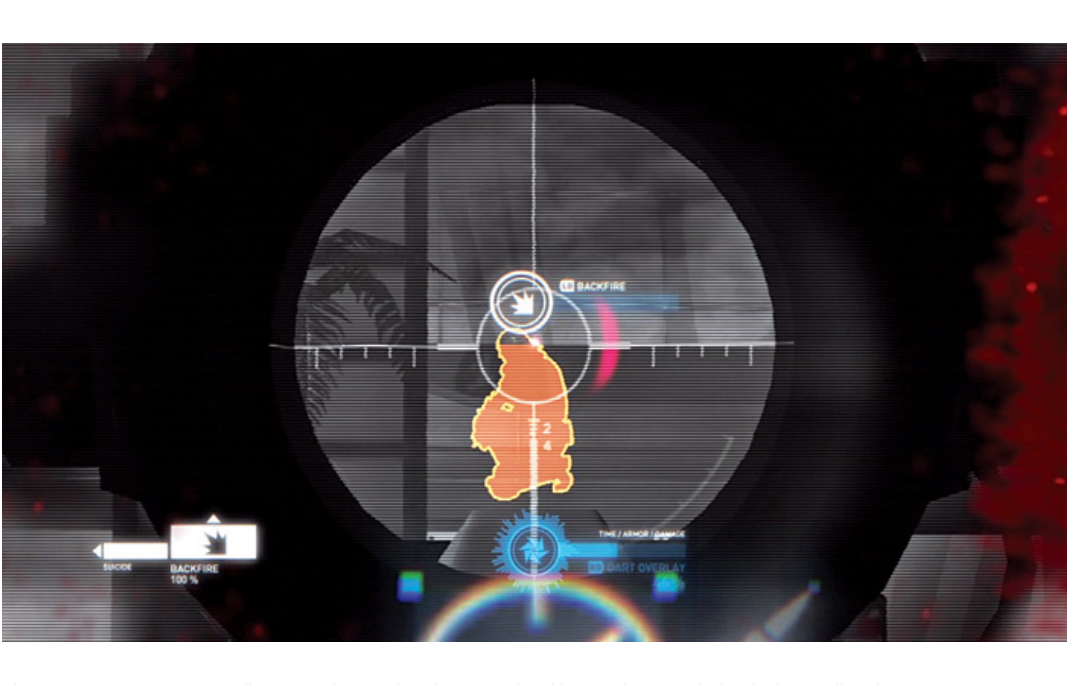
As you walk through the door, activate your DART overlay and turn to the left. There are lots of civilians in this area as well as some enemies. The overlay helps you determine which is a threat so that you can fire before they start shooting at you.



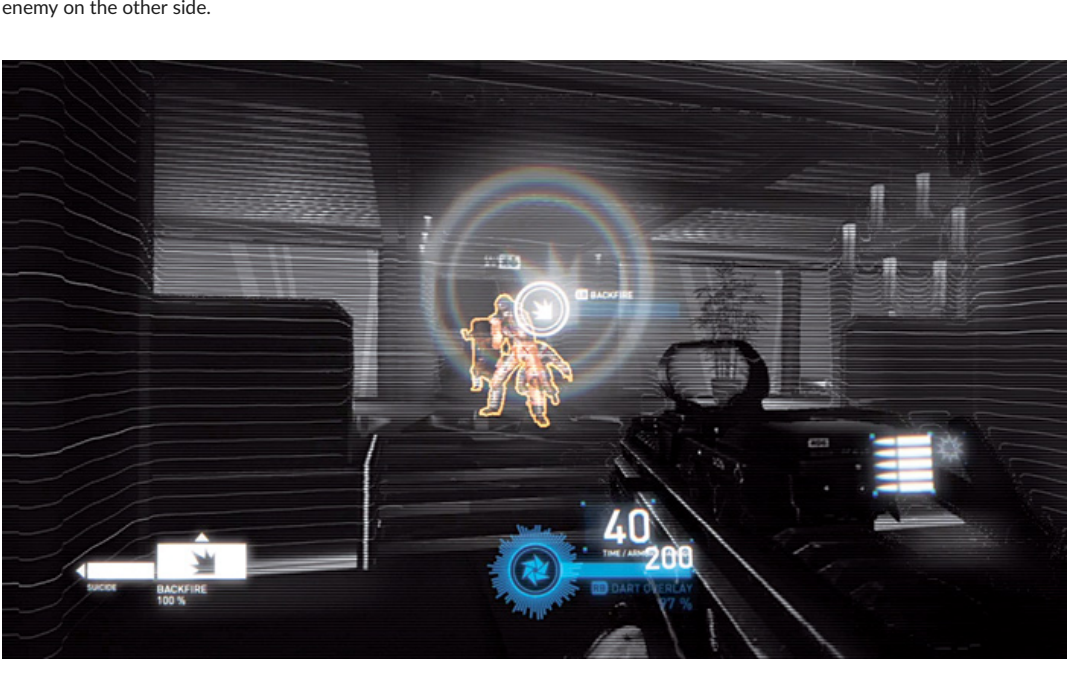
Walk through the lounge area to the far end, then enter an elevator on the right side and ride it down to the main floor of the night club.

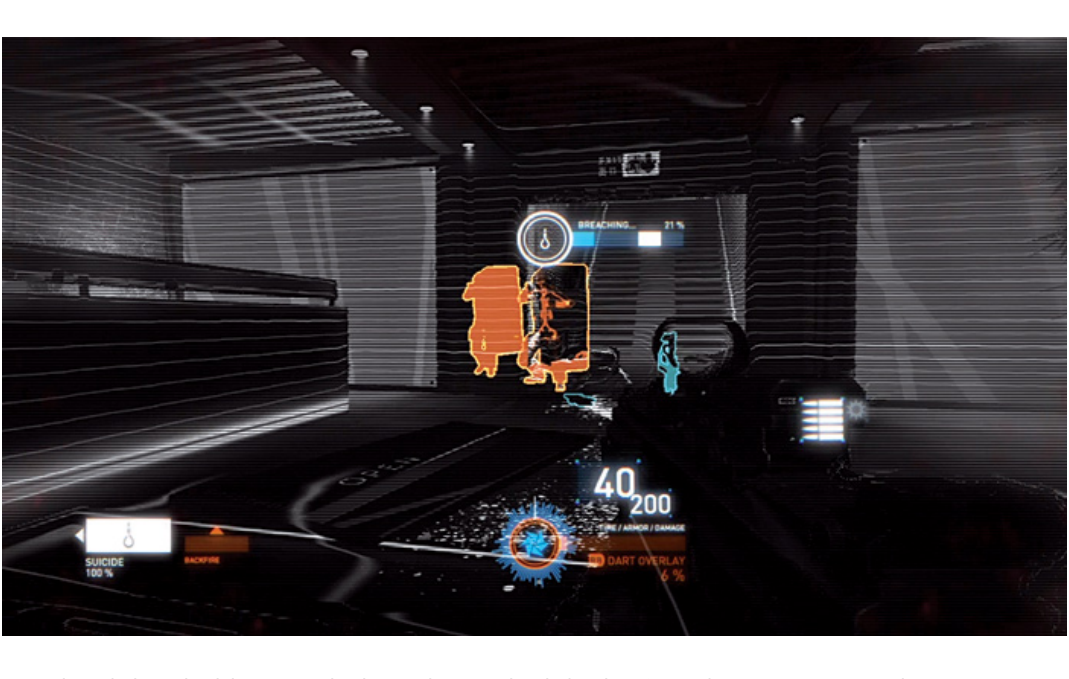


As the elevator descends, enemies rush out into the night club. Use the DART overlay to help locate them and start shooting while finding some cover for protection. Some enemies throw grenades, so breach them and pick them up so you can use them. Don't forget that the TAR-39 has a grenade launcher built in as well.



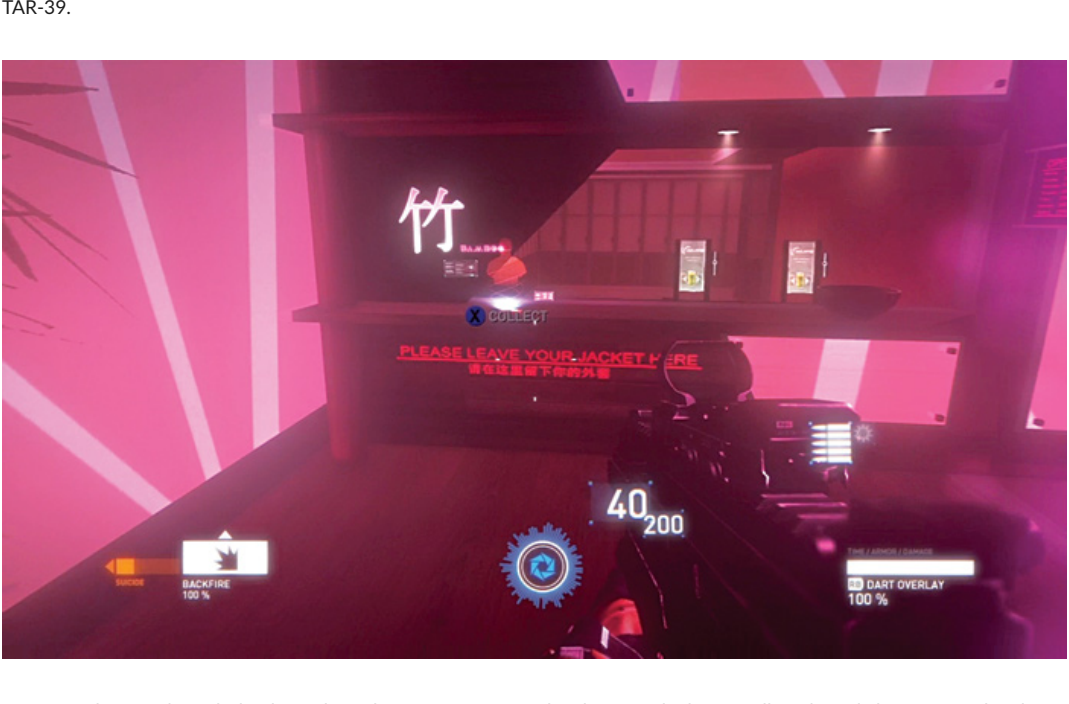
The enemies on an upper walkway can be tough to hit since they like to take cover behind a low wall and snipe at you. Therefore, use your newly acquired Kusanagi sniper rifle to take them out. Its rounds can penetrate the low wall and kill the enemy on the other side.





Move through the night club to get to the door at the far end with the objective marker on it. Be sure to pick up ammo from the dead enemies. As you approach, several enemies rush through the door and attack.

Quickly activate the DART overlay to give yourself some extra time to react and use the Backfire app on the one of the two with the riot shields. You can also use the Suicide app here since it will kill more than one enemy, or fire a grenade from your TAR-39.



Once it is clear, go through the door where the enemies appeared and turn to the left to collect the only business card in this level.

**New Personnel Log**

**GUO JINHUI**

**/ PROFILE ENTRY**

**Name:** Guo Jinhui
**Age:** 37
**Position:** Unemployed
**Affiliation:** Aspari
**Clearance:** Unknown

**LOGGED ENTRY**

/ Aspari_security.interrogation.record: ID45673

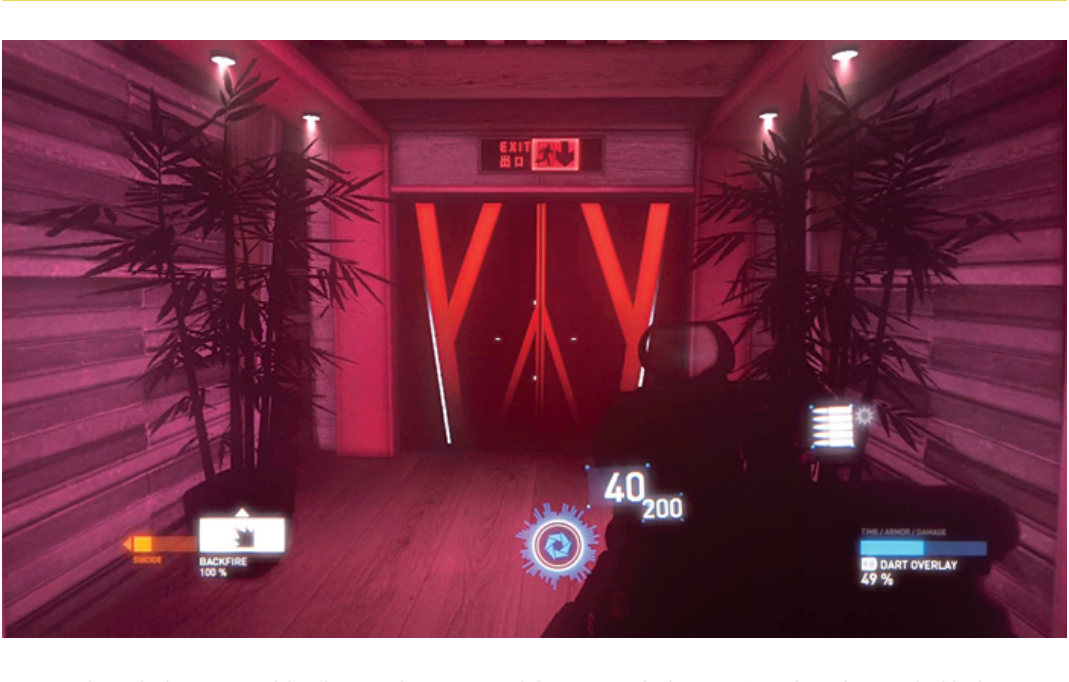
Subject believed some kind of malfunction in his chip made his "latent psychic powers" surface, enabling him to see apparitions of the deceased and various other supernatural entities.

He was apparently something of a local celebrity in the lower sections of Aspari South Central where he was often consulted as an unsanctioned "oracle" under the stage name "Guo—The Ghost Conduit."

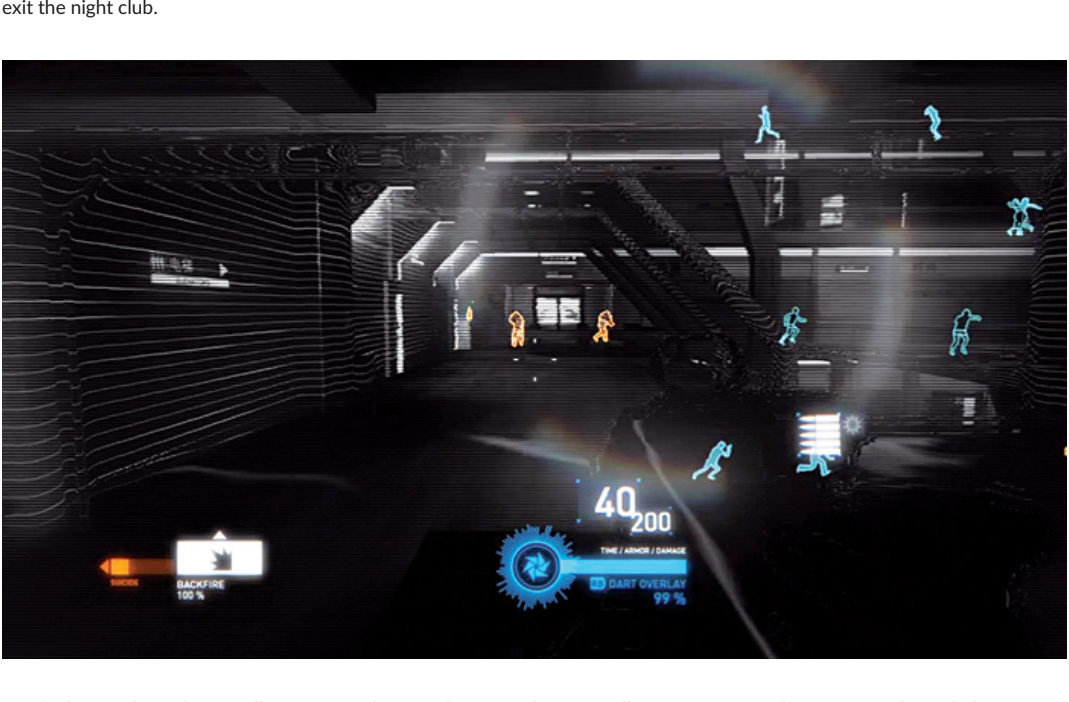
Upon closer examination his chip was indeed found to be suffering from a unique manufacturing flaw, the effects of which have yet to be fully determined. The subsequent interview with the subject gleaned few answers, as it had to be prematurely terminated.

One of the interrogators suffered severe emotional distress when the subject displayed intimate knowledge of his deceased mother, including her maiden name and food preferences, and held a conversation at length with what he claimed was her "spectral entity." Several security officers were forced to intervene in the ensuing commotion, and the interview has been scheduled to be resumed at a later date when the subject's medical condition permits.

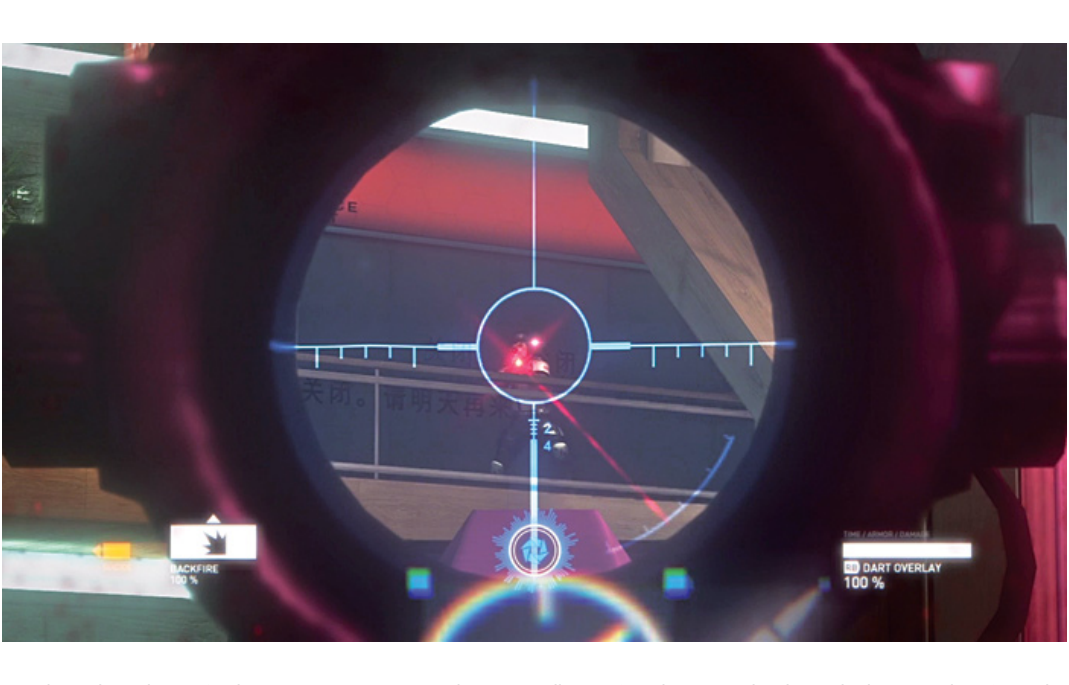
/ end of entry



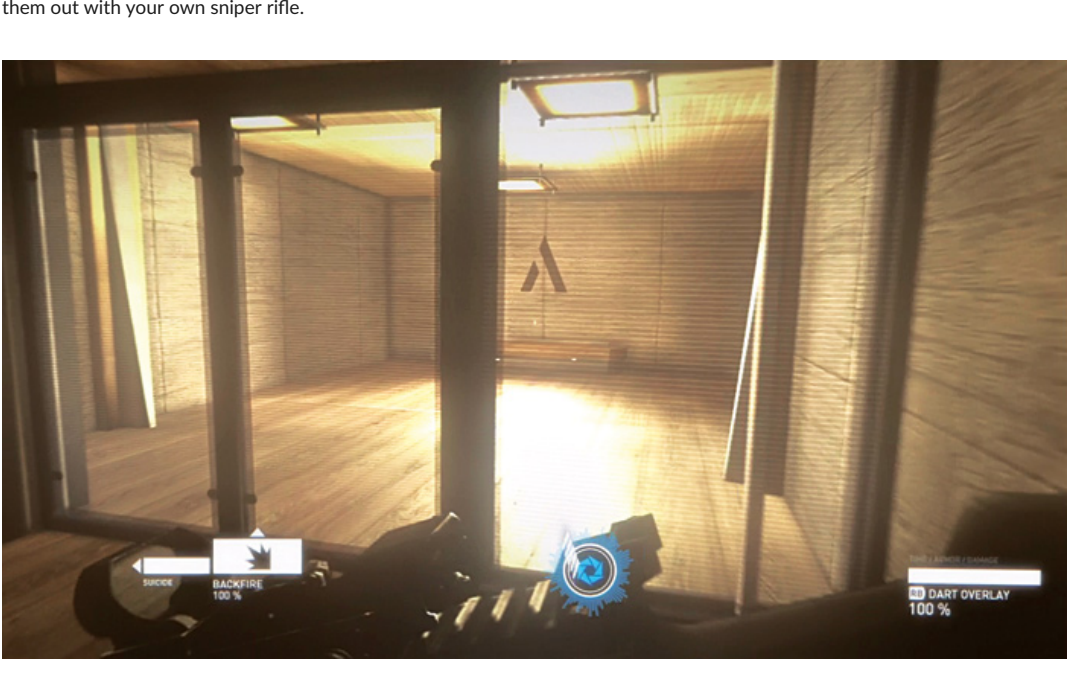
Once you have the business card, head up a flight of stairs and then turn to the left. Continue through some double doors to exit the night club.

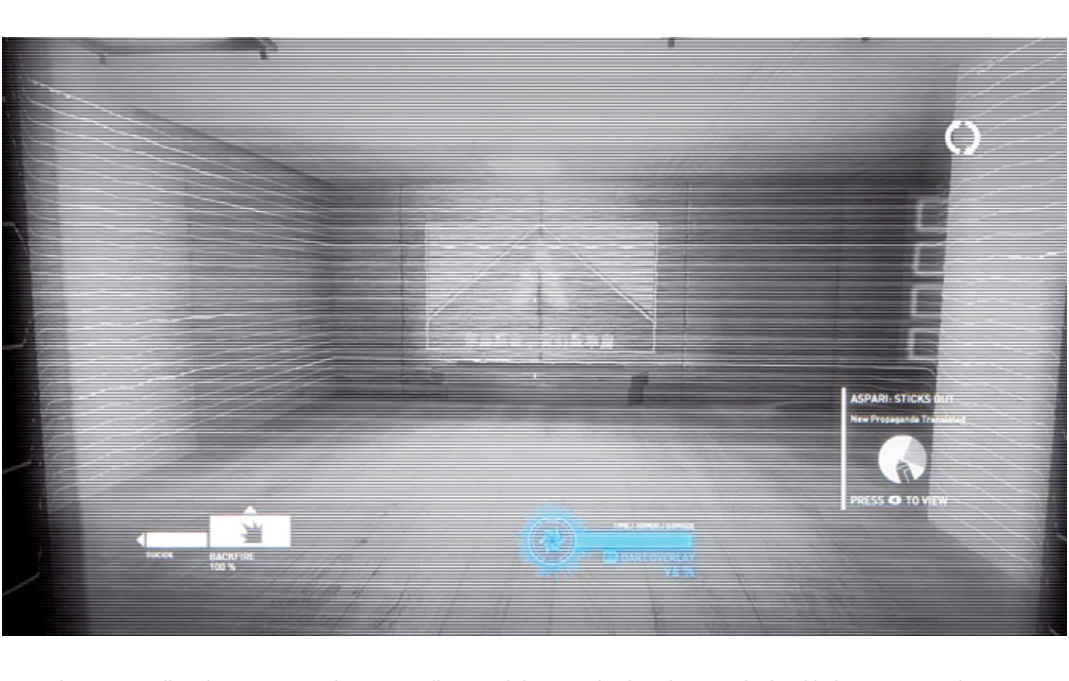


You find yourself in a large mall area. Again there are lots of civilians as well as enemies. Use the DART overlay to help distinguish between the two. Take your time in this area. Find some cover and begin picking off one enemy at a time.



Watch for the red targeting lasers of enemy snipers, who are usually positioned on upper levels overlooking your location. Take them out with your own sniper rifle.





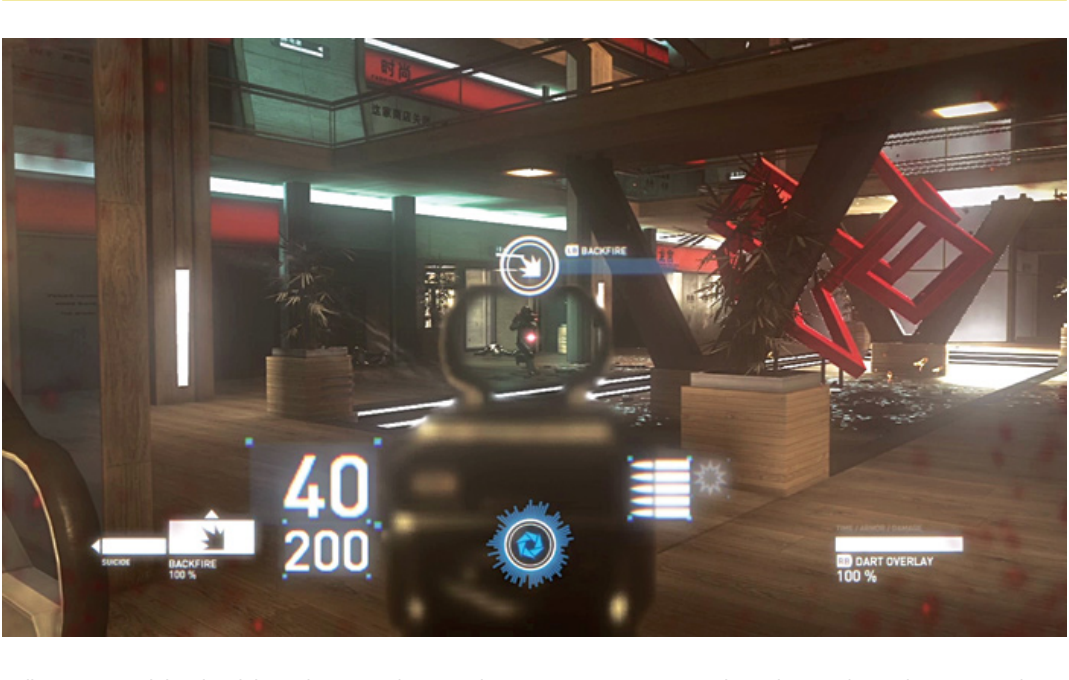
After clearing out all of the enemies in this area, walk toward the stairs leading down to the level below. However, before descending, look through the glass doors by the stairs to see an Aspari logo. Activate your DART overlay to see the hidden propaganda message.

**New Propaganda Translated**

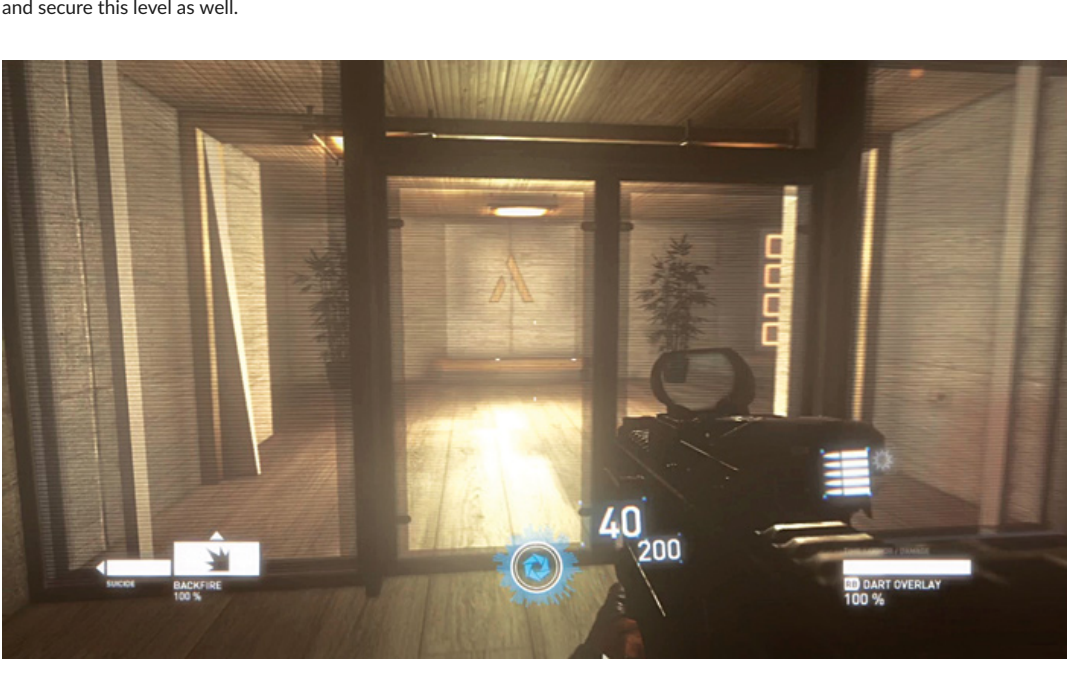
**ASPARI:** STICKS OUT

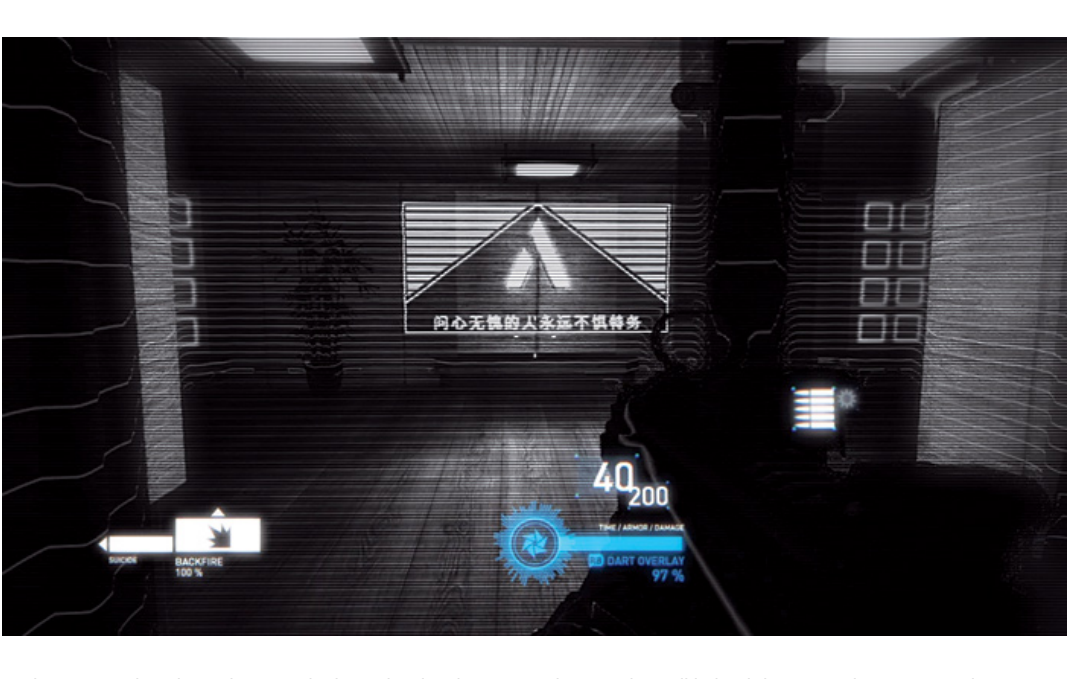
**"THE STAKE THAT STICKS OUT GETS HAMMERED DOWN."**

—Aspari



Collect ammo and then head down the stairs. There may be some enemies remaining down there, so be ready to engage them and secure this level as well.





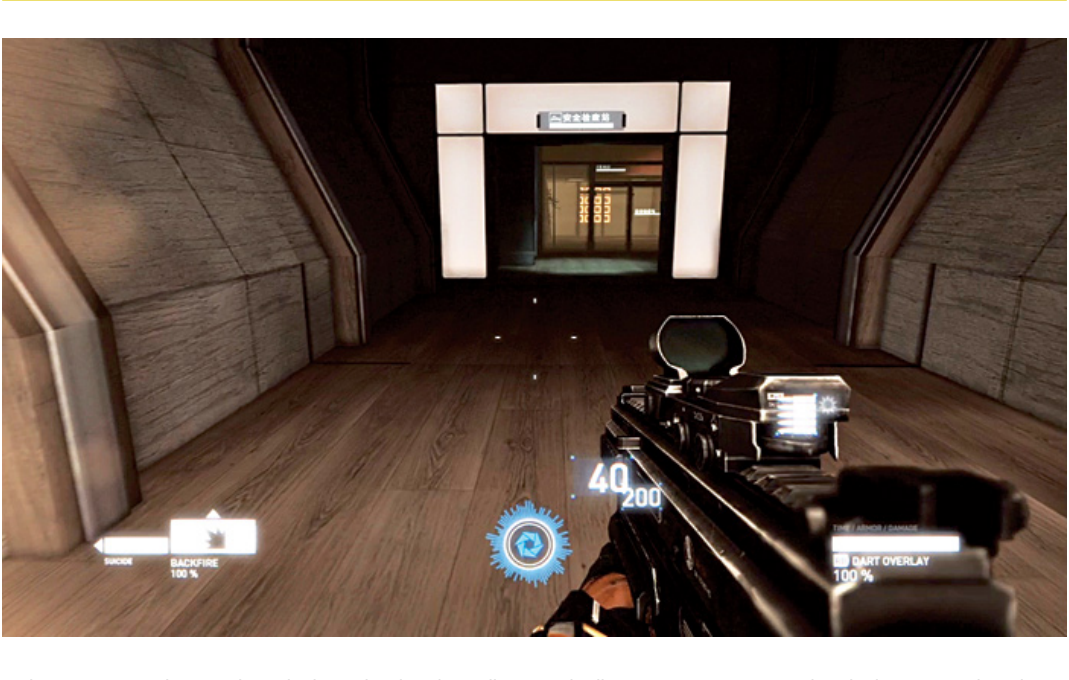
Look for more glass doors down on the lower level with an Aspari logo on the wall behind them. Use the DART overlay to see the propaganda.

**New Propaganda Translated**

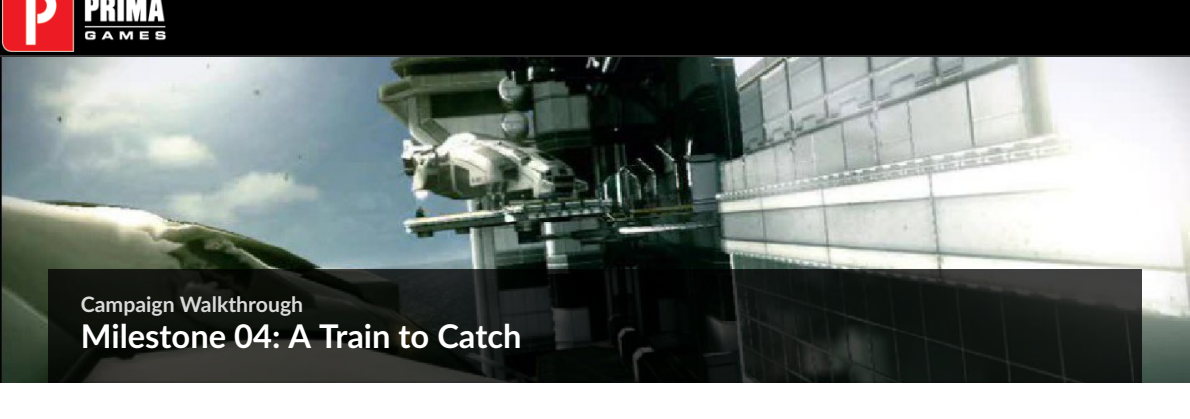
**ASPARI:** CLEAR CONSCIENCE

**"A CLEAR CONSCIENCE NEVER FEARS AN AGENT."**

—Aspari

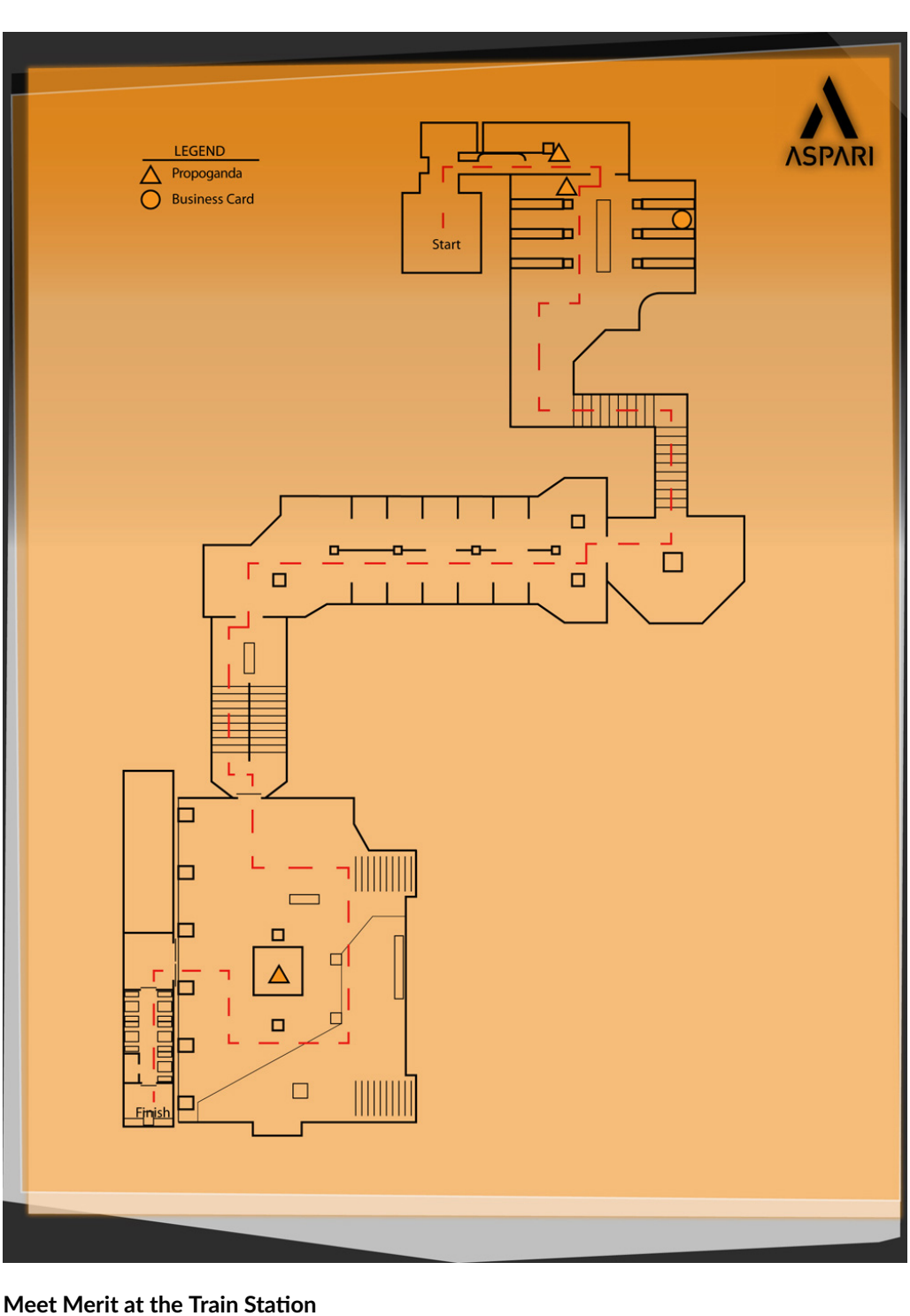


Make your way to the far side of the lower level of the mall area and follow a passageway around to the left to complete this milestone.

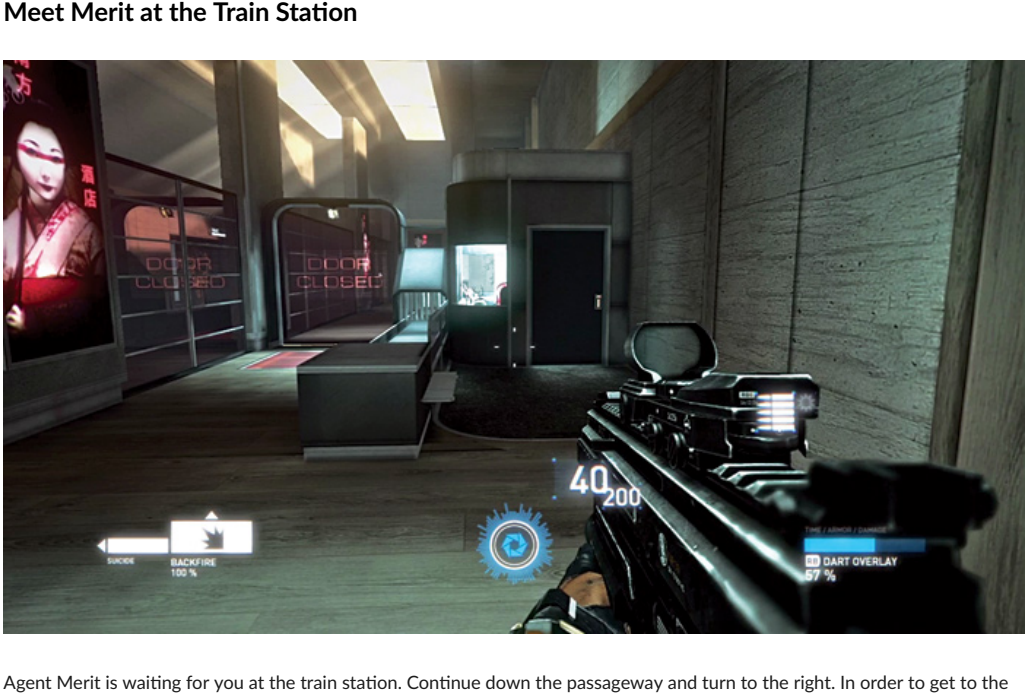


Campaign Walkthrough

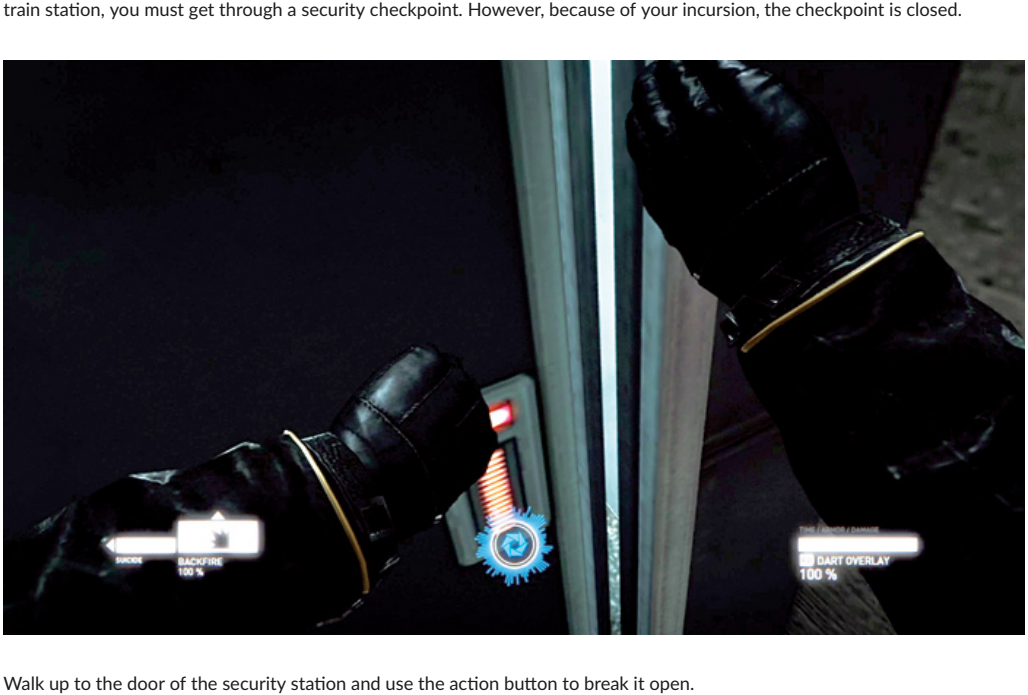
# Milestone 04: A Train to Catch



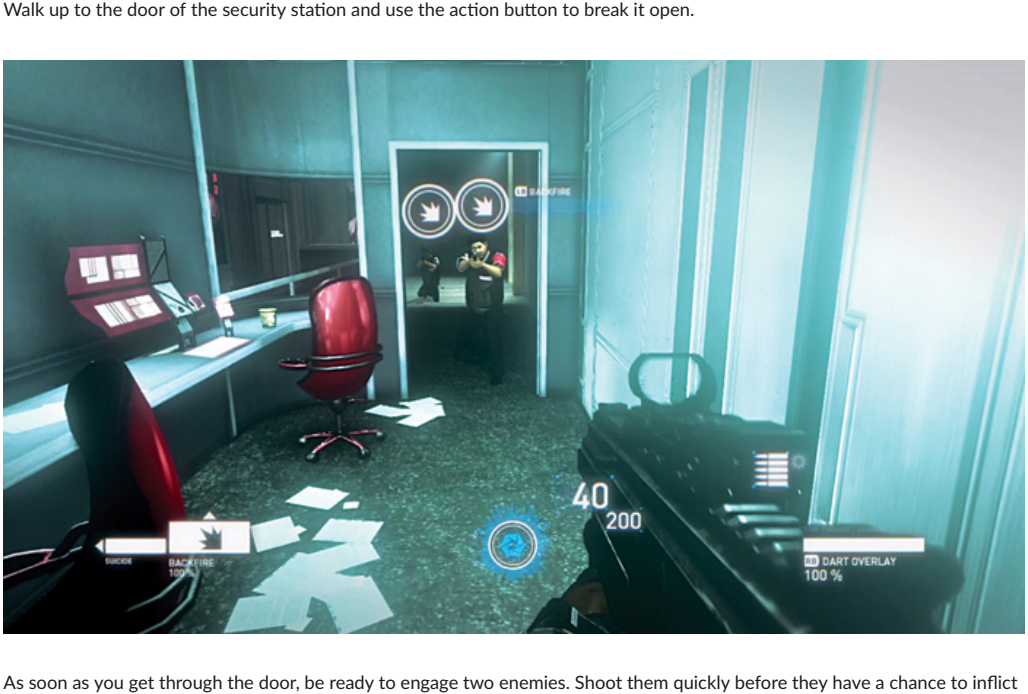
## Meet Merit at the Train Station



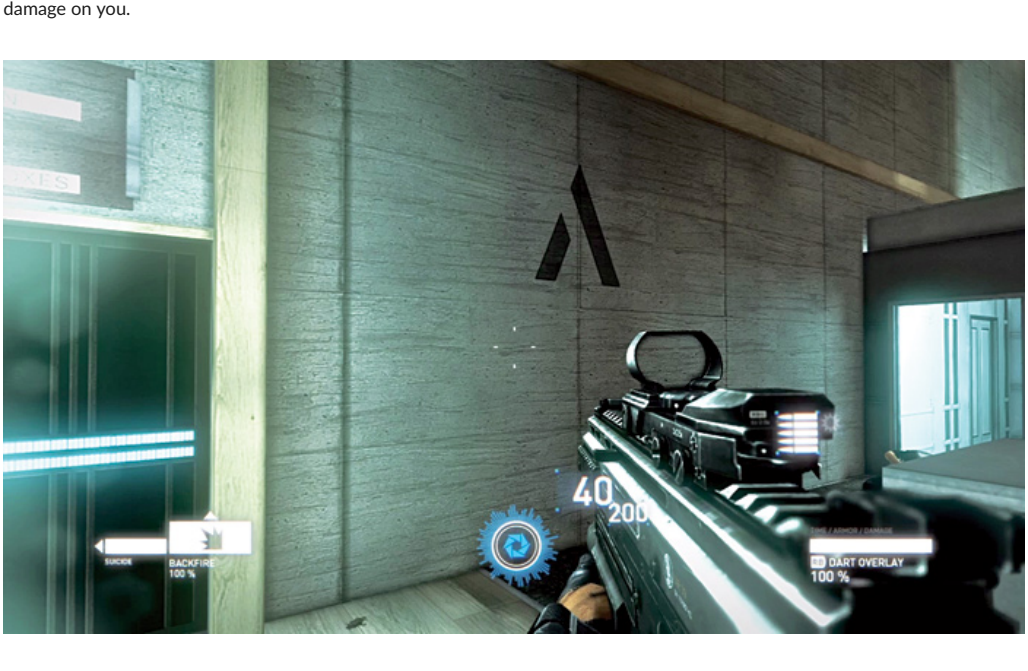
Agent Merit is waiting for you at the train station. Continue down the passageway and turn to the right. In order to get to the train station, you must get through a security checkpoint. However, because of your incursion, the checkpoint is closed.

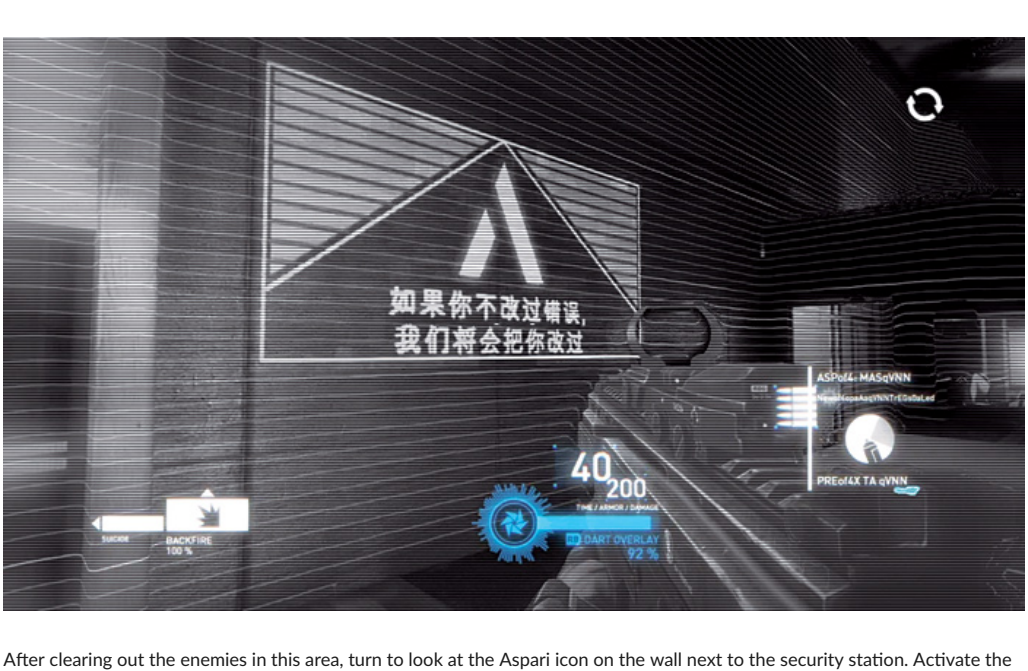


Walk up to the door of the security station and use the action button to break it open.



As soon as you get through the door, be ready to engage two enemies. Shoot them quickly before they have a chance to inflict damage on you.





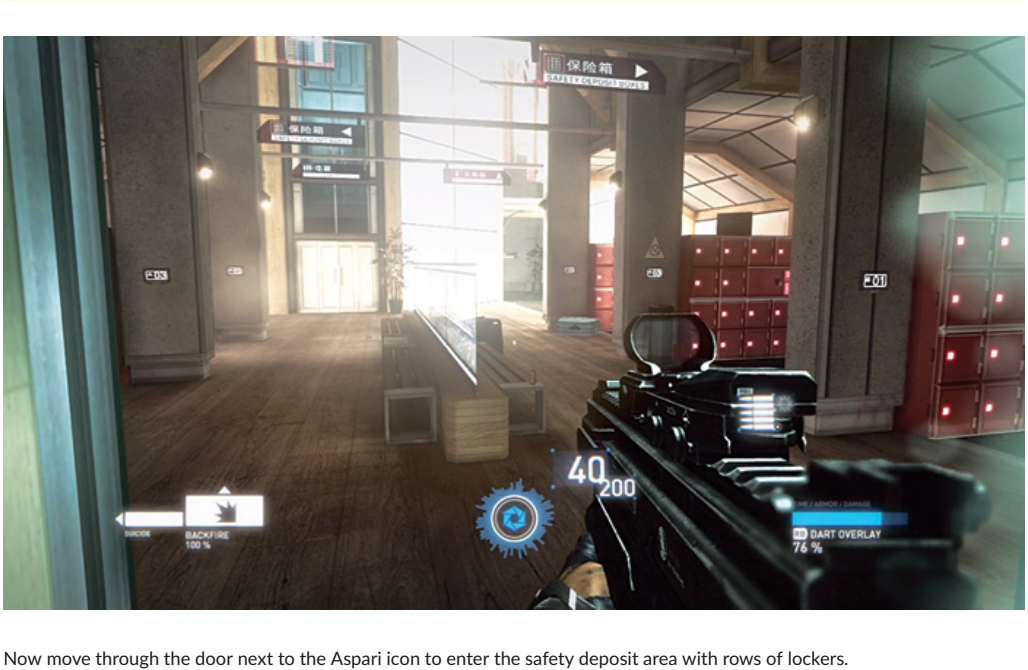
After clearing out the enemies in this area, turn to look at the Aspari icon on the wall next to the security station. Activate the DART overlay to see some more Aspari propaganda.

**New Propaganda Translated**

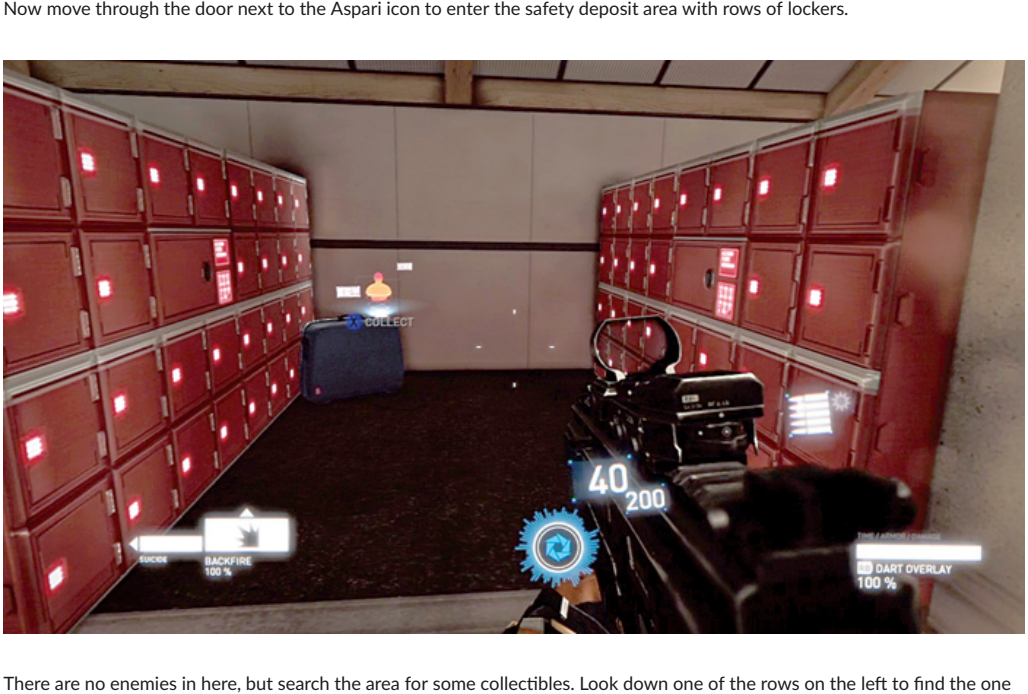
**ASPARI:** MISTAKE

**"IF YOU FAIL TO CORRECT A MISTAKE, WE WILL CORRECT YOU."**

—Aspari



Now move through the door next to the Aspari icon to enter the safety deposit area with rows of lockers.



There are no enemies in here, but search the area for some collectibles. Look down one of the rows on the left to find the one and only business card in this level.

**New Personal Log**

**SHUHEI KAWASHIMA**

**/ PROFILE ENTRY**

**Name:** Shuhei Kawashima
**Age:** 36
**Position:** Technical Engineer
**Affiliation:** West Meld Solutions (Aspari)
**Clearance:** Grade 11

**LOGGED ENTRY**

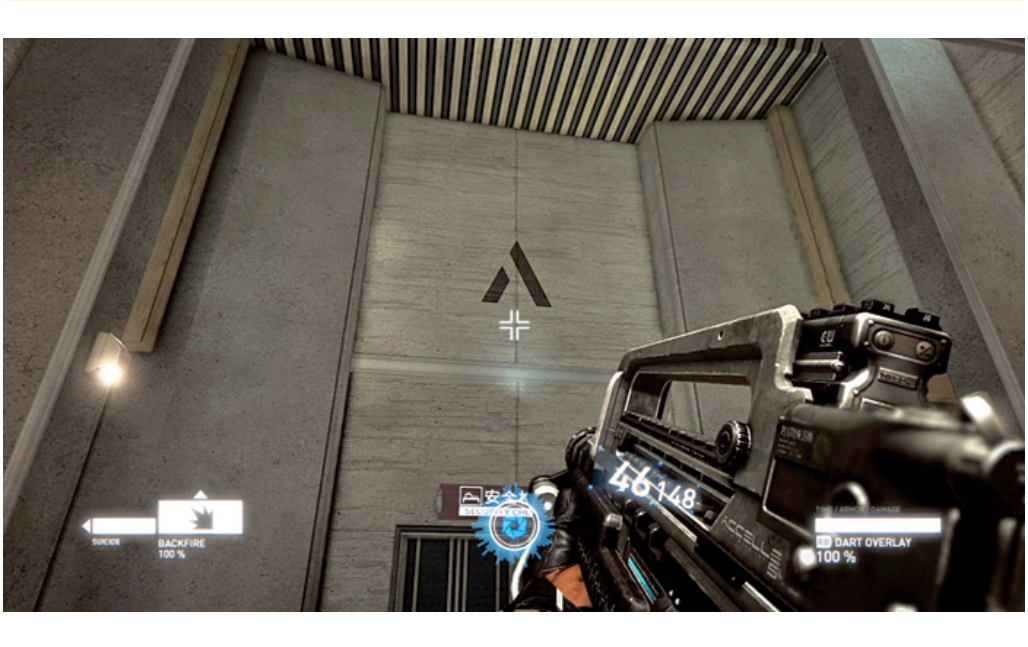
/ transmission.decryption: chip_mms9934517821

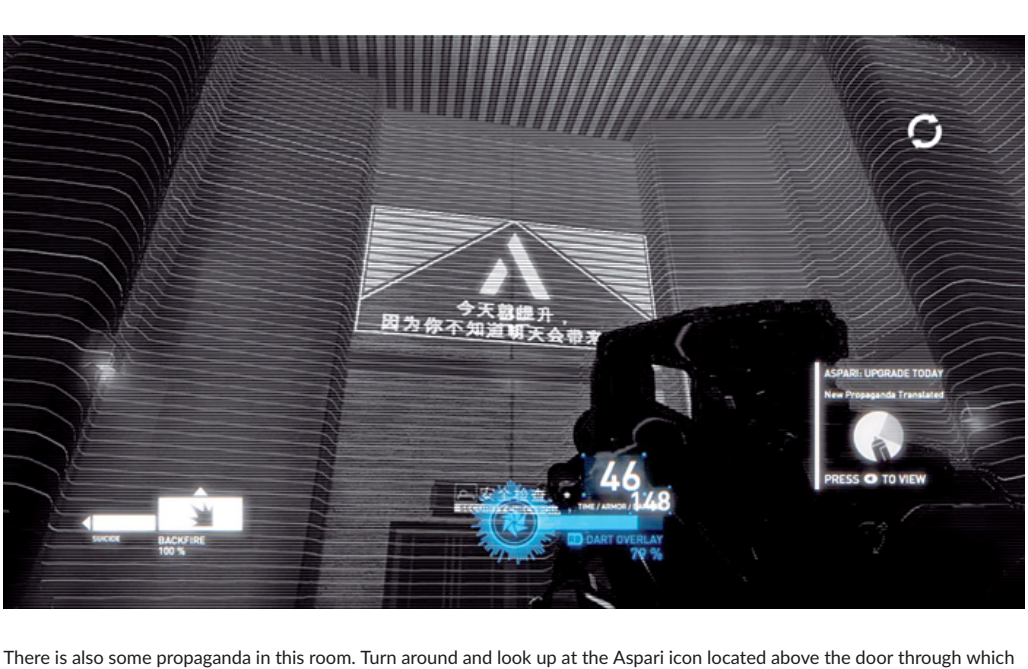
TO: Jacinta Ruiz

Soon, Jacinta. They say it would be foolish to rush things at this critical stage. That's usually how people get caught. These guys have a lot of experience with this stuff and I have to play it smart if I'm going to see you again. My Cayman handlers have asked me to lay low a little longer, gathering as much data as I can until the right moment to extract arrives.

I have been promised a luxury suite on the La Ballena once they have the data. You know, that huge floating city. We'll be set up for life, Jacinta. I told you it would work out better this way than if you had gone to Aspari. You asked before if I had any regrets, and the answer is still no. I can never go back to the way things were before I met you. We just need to have a little more patience, my love…

/ end of entry





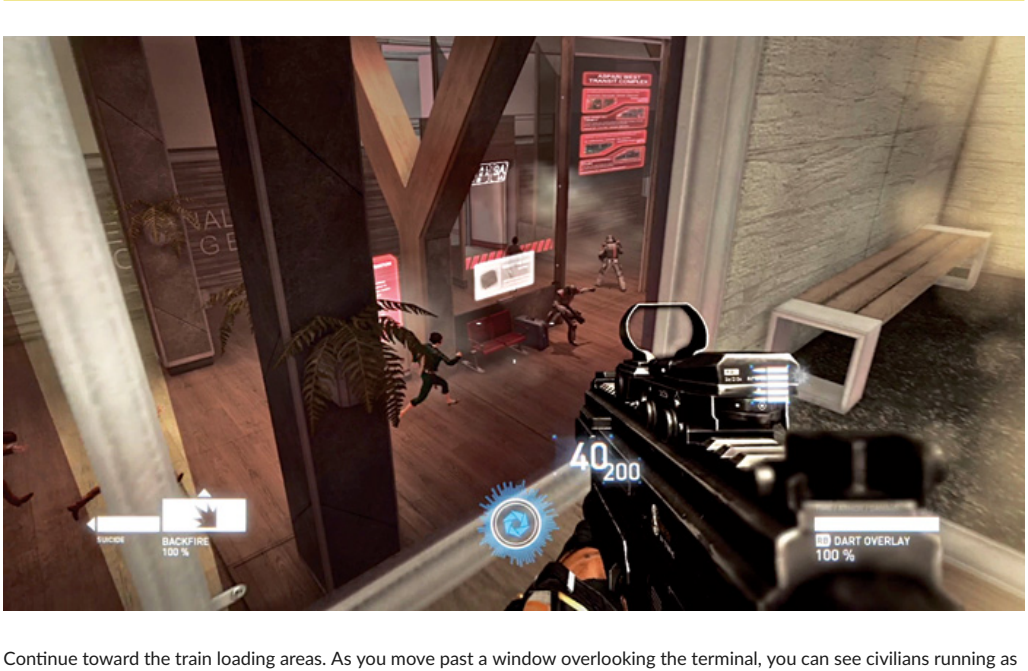
There is also some propaganda in this room. Turn around and look up at the Aspari icon located above the door through which you just entered this area. In order to see the propaganda, activate your DART overlay.

**New Propaganda Translated**

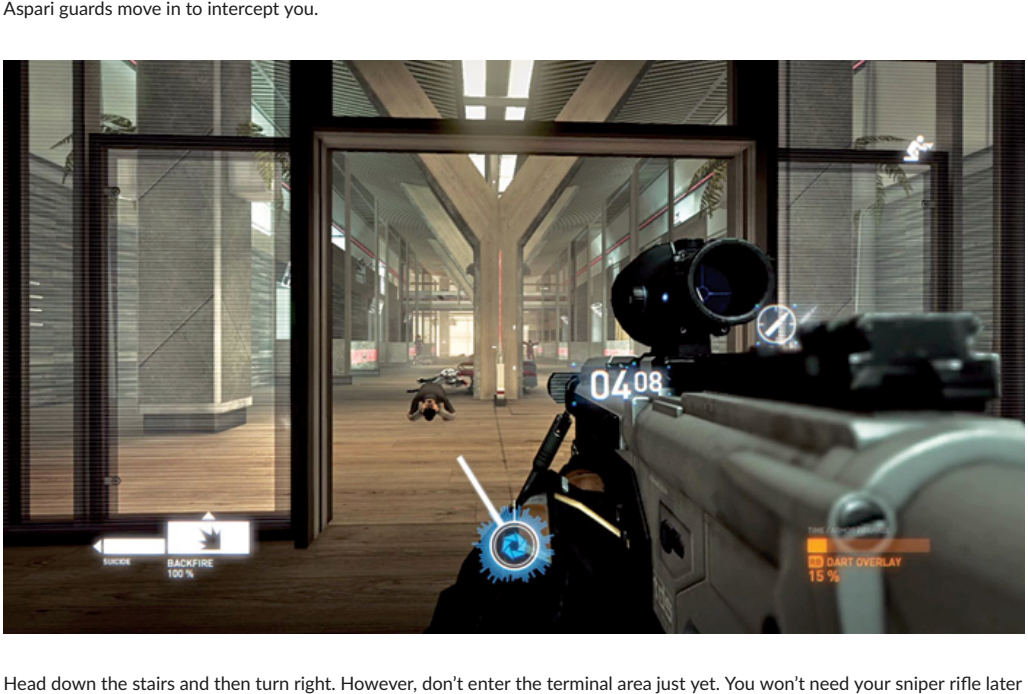
**ASPARI:** UPGRADE TODAY

**"UPGRADE TODAY, FOR YOU DON'T KNOW WHAT TOMORROW BRINGS."**

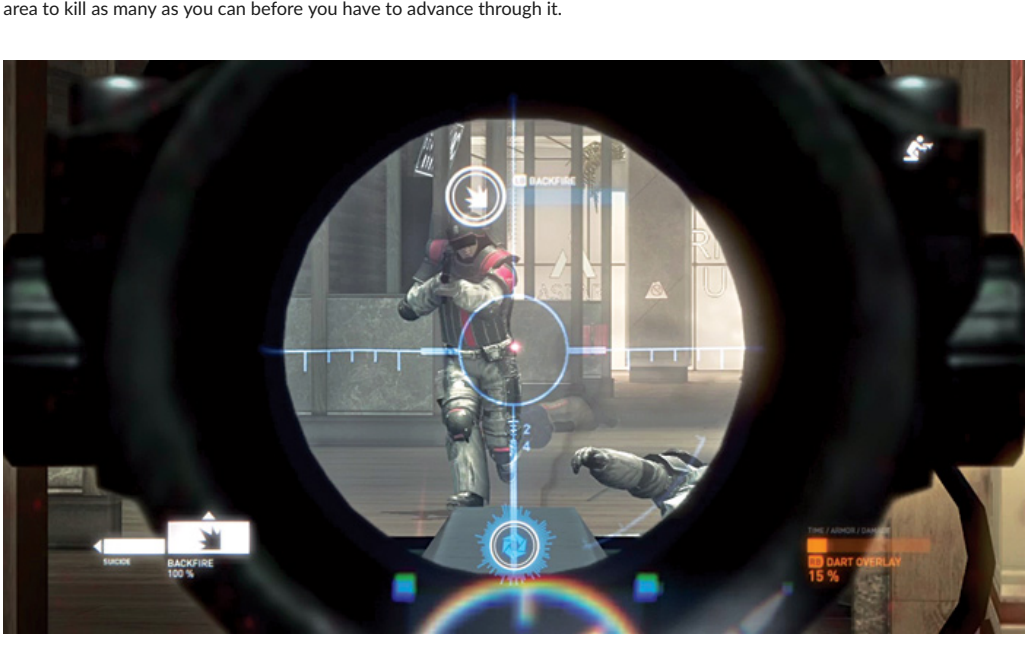
—Aspari

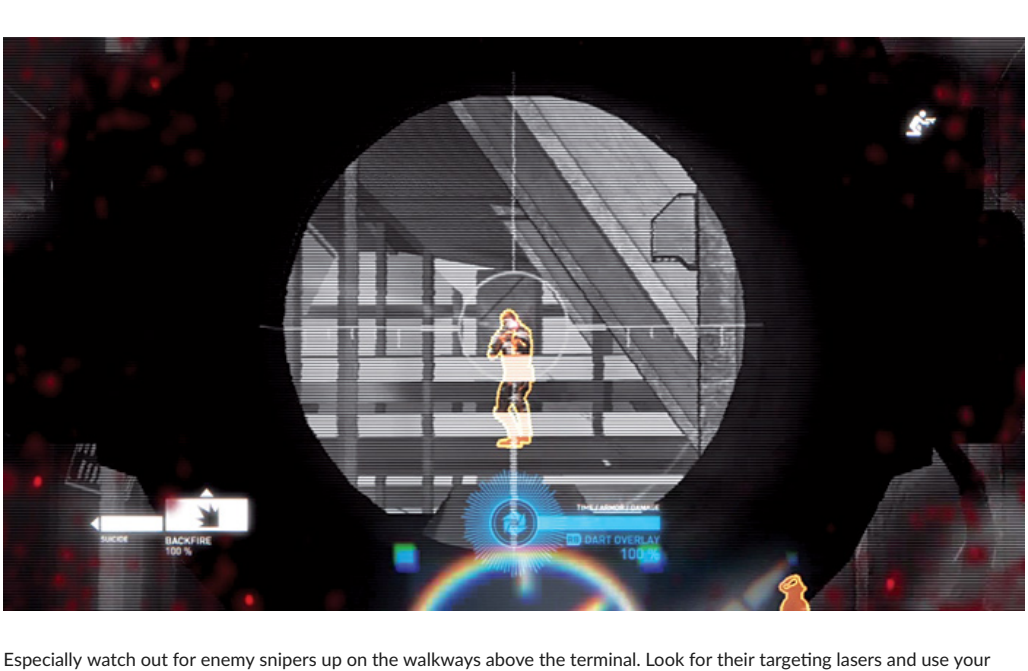


Continue toward the train loading areas. As you move past a window overlooking the terminal, you can see civilians running as Aspari guards move in to intercept you.

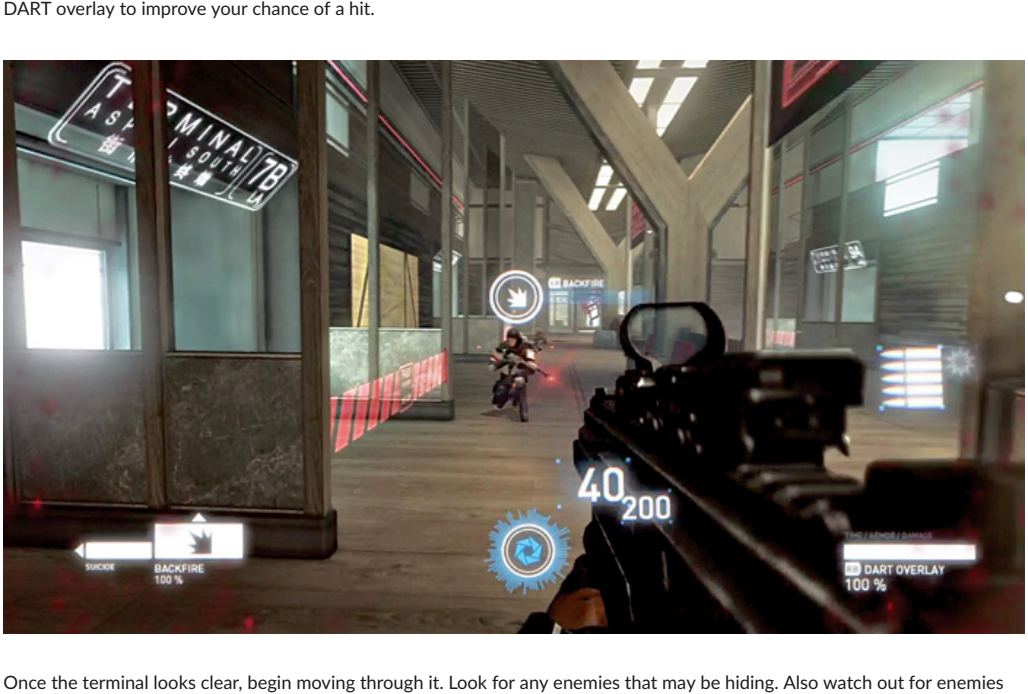


Head down the stairs and then turn right. However, don't enter the terminal area just yet. You won't need your sniper rifle later on, so you might as well use the ammo now. While using the wall by the stairs for some cover, snipe at enemies in the terminal area to kill as many as you can before you have to advance through it.

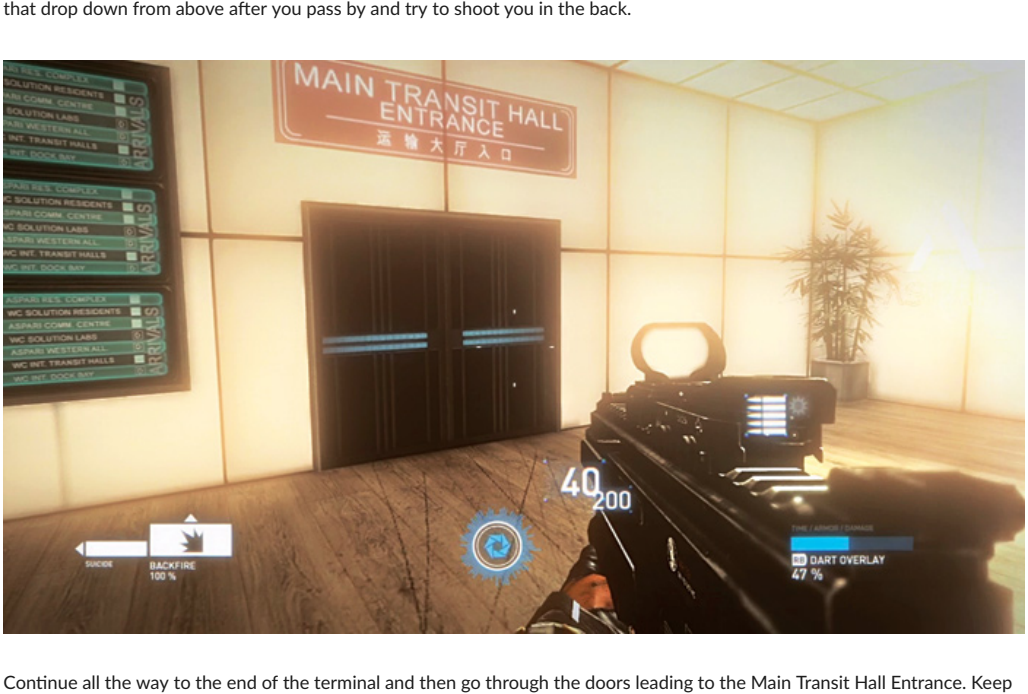




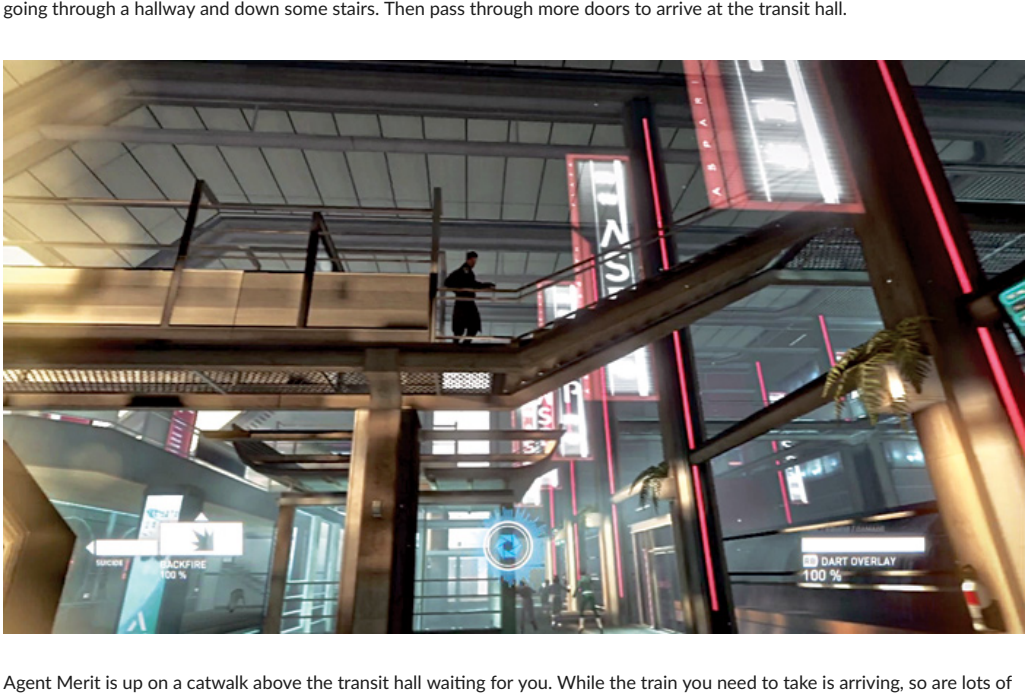
Especially watch out for enemy snipers up on the walkways above the terminal. Look for their targeting lasers and use your DART overlay to improve your chance of a hit.



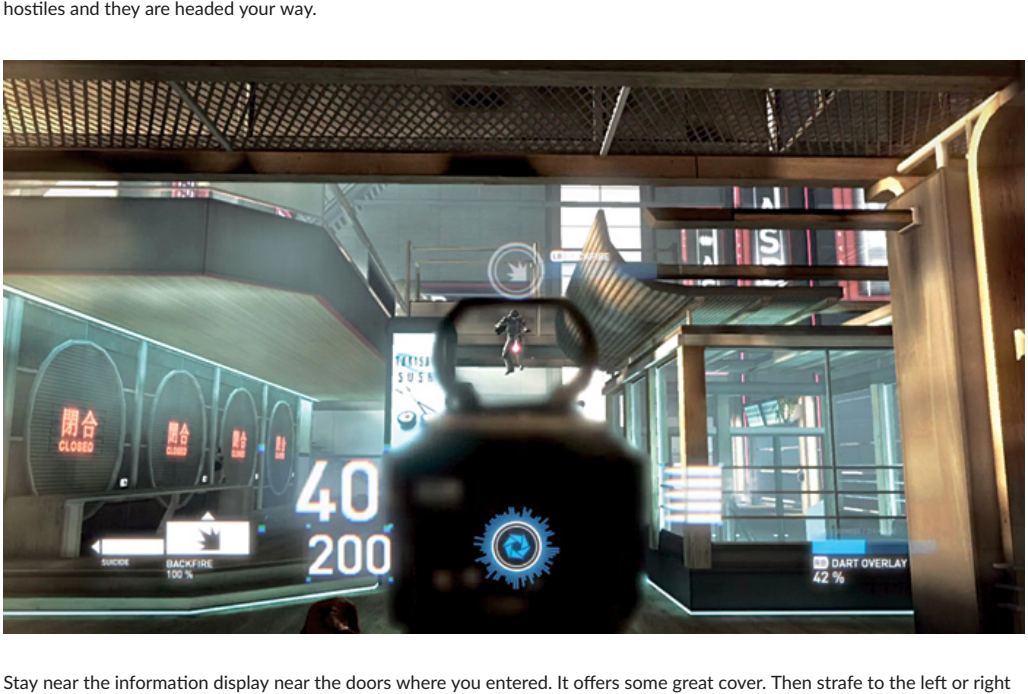
Once the terminal looks clear, begin moving through it. Look for any enemies that may be hiding. Also watch out for enemies that drop down from above after you pass by and try to shoot you in the back.



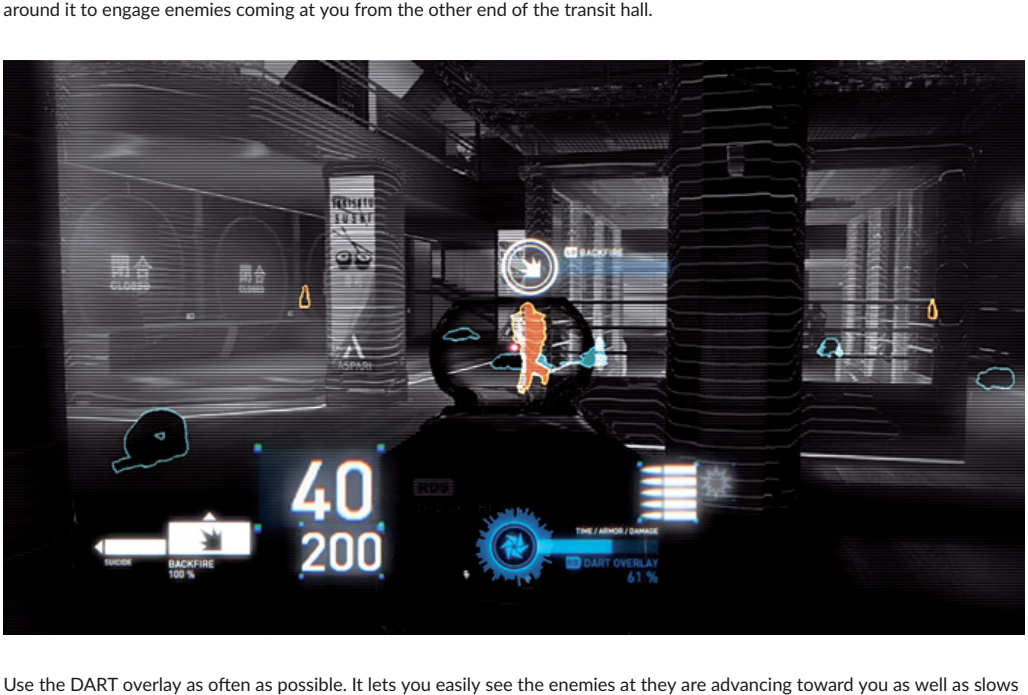
Continue all the way to the end of the terminal and then go through the doors leading to the Main Transit Hall Entrance. Keep going through a hallway and down some stairs. Then pass through more doors to arrive at the transit hall.



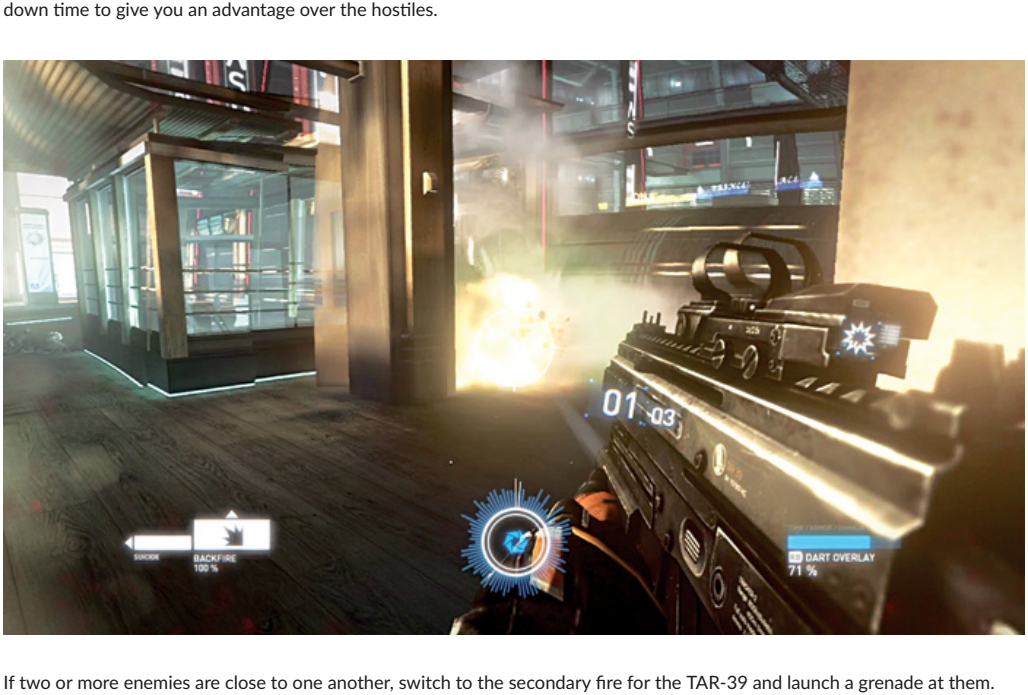
Agent Merit is up on a catwalk above the transit hall waiting for you. While the train you need to take is arriving, so are lots of hostiles and they are headed your way.



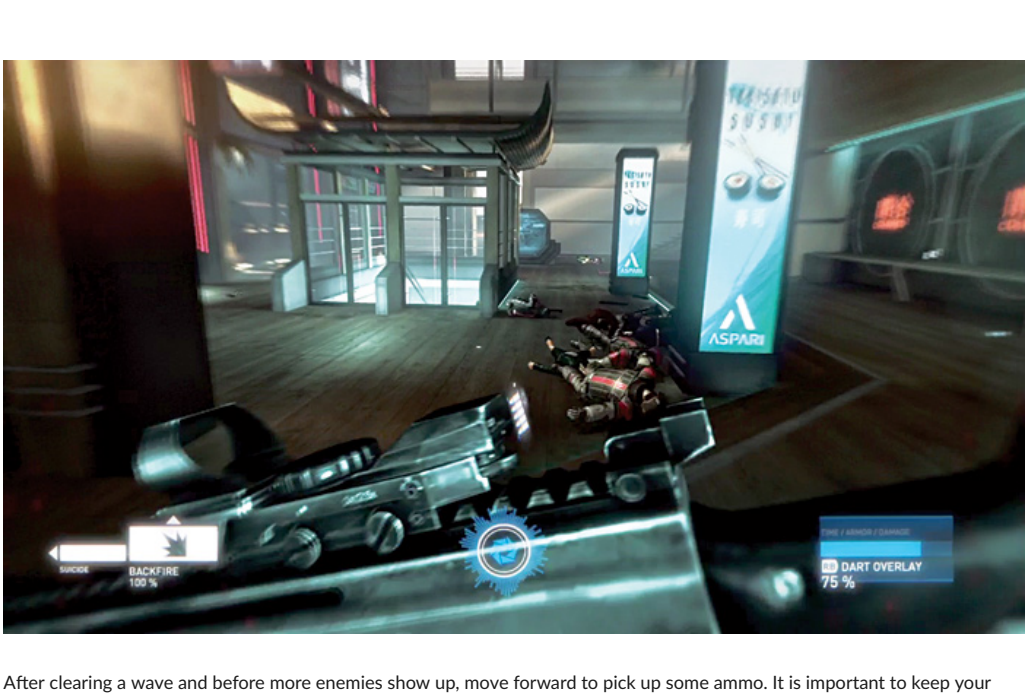
Stay near the information display near the doors where you entered. It offers some great cover. Then strafe to the left or right around it to engage enemies coming at you from the other end of the transit hall.



Use the DART overlay as often as possible. It lets you easily see the enemies at they are advancing toward you as well as slows down time to give you an advantage over the hostiles.



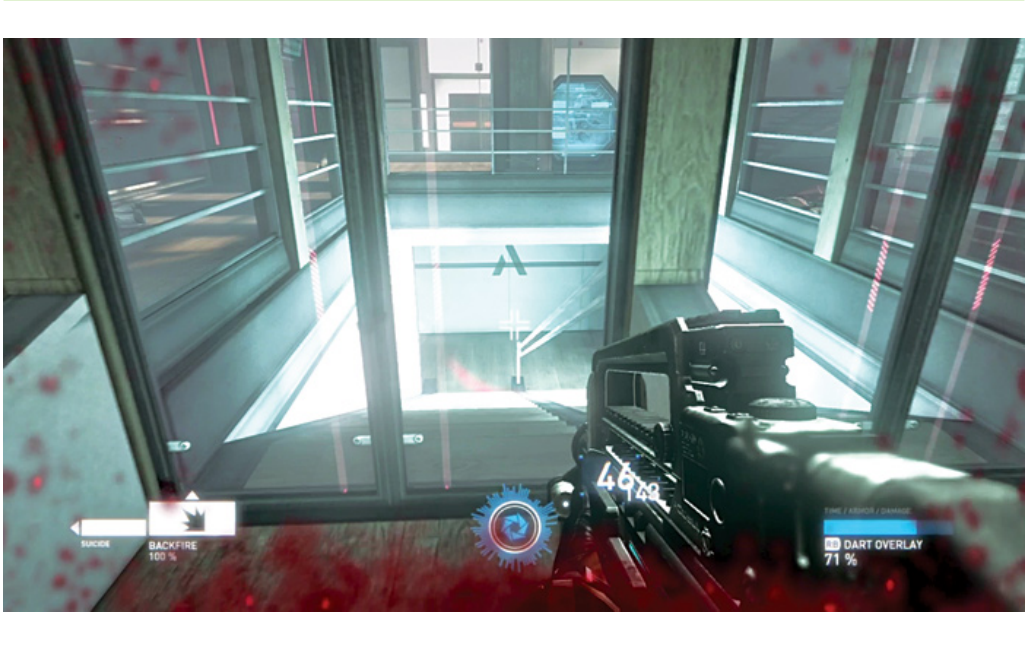
If two or more enemies are close to one another, switch to the secondary fire for the TAR-39 and launch a grenade at them.

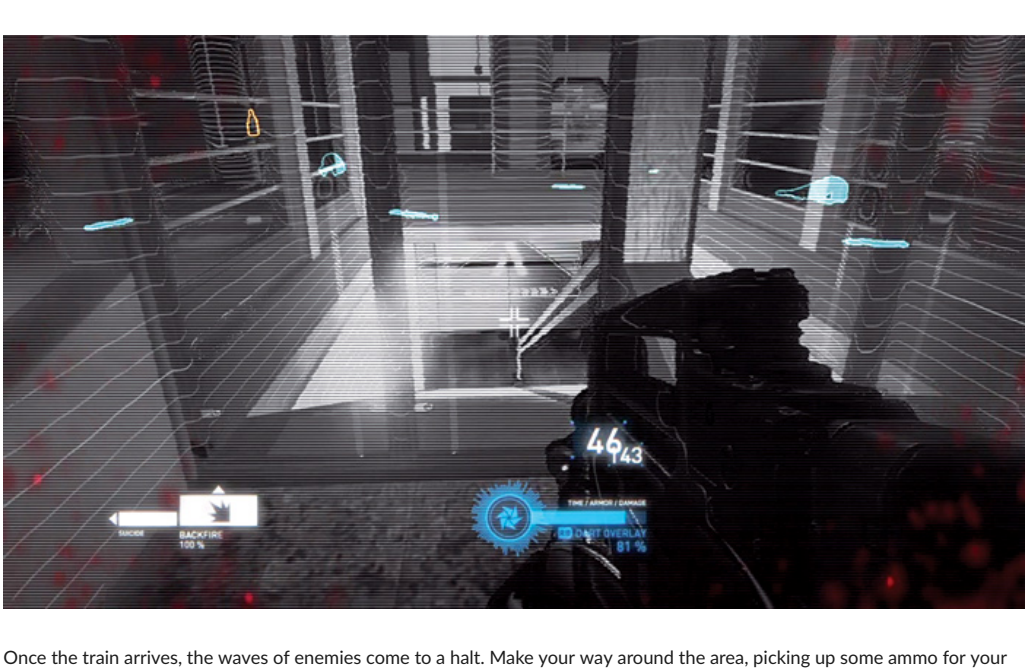


After clearing a wave and before more enemies show up, move forward to pick up some ammo. It is important to keep your supply high so you don't run out at a crucial moment. However, quickly return to your cover before you take too much damage.

**Tip**

Don't forget to use your Suicide and Backfire apps. With all of the enemies you kill here, your adrenaline quickly restores the energy to these apps.





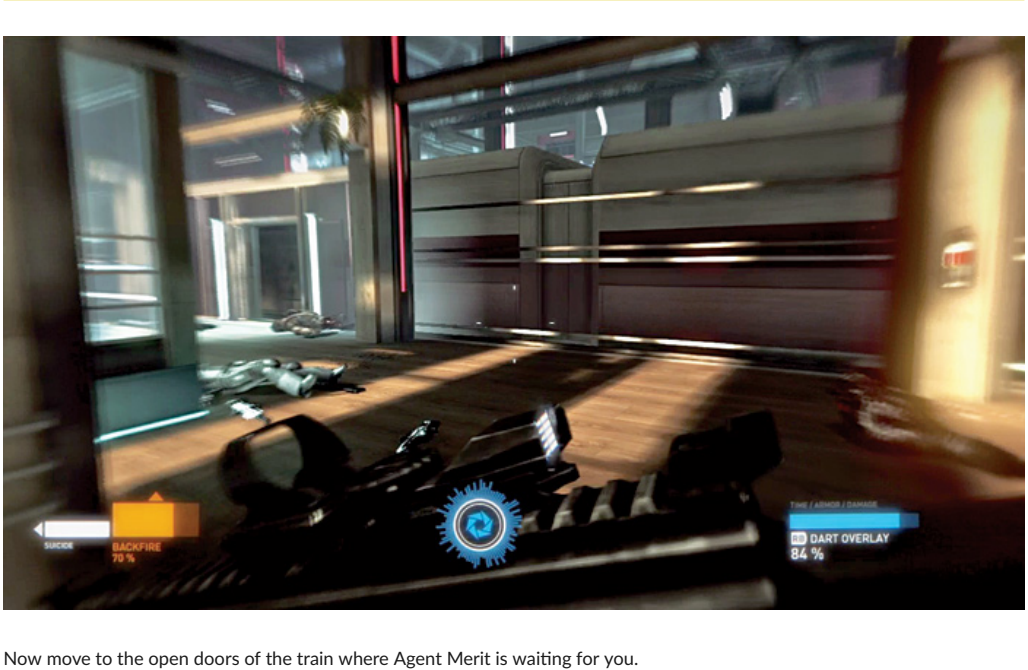
Once the train arrives, the waves of enemies come to a halt. Make your way around the area, picking up some ammo for your weapons, and then look through the class in the center of the area. There is an Aspari icon on a wall down the stairs. Activate your DART overlay to see the hidden propaganda.

**New Propaganda Translated**

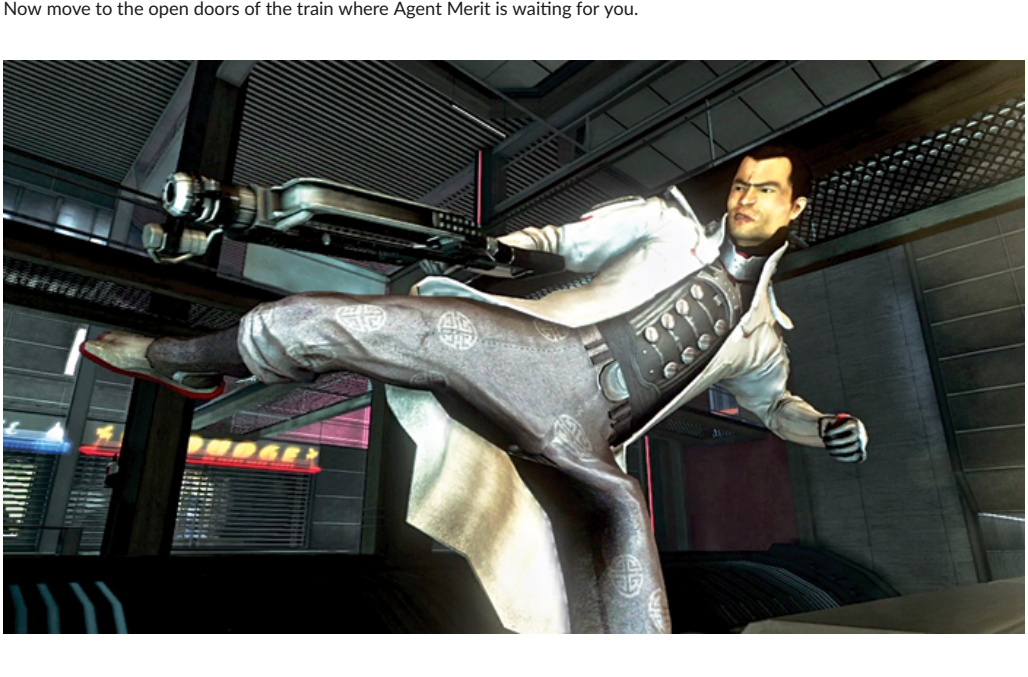
**ASPARI:** MONEY SPEAKS

**"MONEY SPEAKS MORE THAN THE MOUTH."**

—Aspari



Now move to the open doors of the train where Agent Merit is waiting for you.



However, Aspari has sent in one of their own agents to stop the two of you. Looks like you are in for a fight.

## Eliminate Aspari Agent and Locate Merit

**New Agent Threat Profile**

**THREAT:** AGENT TATSUO

**/ PROFILE ENTRY**

**Name:** Tatsuo Hamilton (male)
**Age:** 29
**Position:** Counter-Insurgency Agent
**Affiliation:** Aspari
**Clearance:** Grade 15, Jade Six

**THREAT ANALYSIS**

Feature: HyperAdrenal® implants allowing almost instantaneous movement.

**TACTICAL SUMMARY**

Micro-Step allows near instantaneous movement over a short distance, avoiding incoming projectiles and breaking lock-on.

Hyper-Step uses a combination of continuous Micro-Step and offensive chip decoy signaling to project identical images of the Agent. Damaging the image allows DART to filter out the decoys.

Hardened firewall limits offensive breaching opportunities.

**BACKGROUND**

Indentured Kuala Lumpur 2041, age fifteen months. Reared at Exmouth enhancement creche, Western Australia; initialized for basic training 2053.

**INTEL FEED**

/ Implant.Analysis: aspari_hyperadrenal

Standard Aspari Agent implant and gene-splicing revolves around their proprietary HyperAdrenal® system. This sacrifices other defensive and regenerative systems to allow incredibly fast movement and near perfect projectile tracking and prediction.

/ EuroCorp.AgentOps_budget: research_IMP43892

**Status:** Project Cancelled
**Reason:** Initial R&D into duplicating Aspari "HyperAdrenal®" system cancelled after cost-benefit analysis of Agent subjects showed an estimated 43% decreased MTBF, reducing operational lifetime of Agents to uneconomic levels.

/ Agent.Operations: assignments

Preliminary Ops 2057–61; Melbourne, Singapore, Taipei.

Full Agent status conferred 2061. Transferred to Aspari West Coast 2063.

Known operational involvement in extraction of 37 soft-asset targets from Cayman Global, Wulf Western, and EuroCorp.

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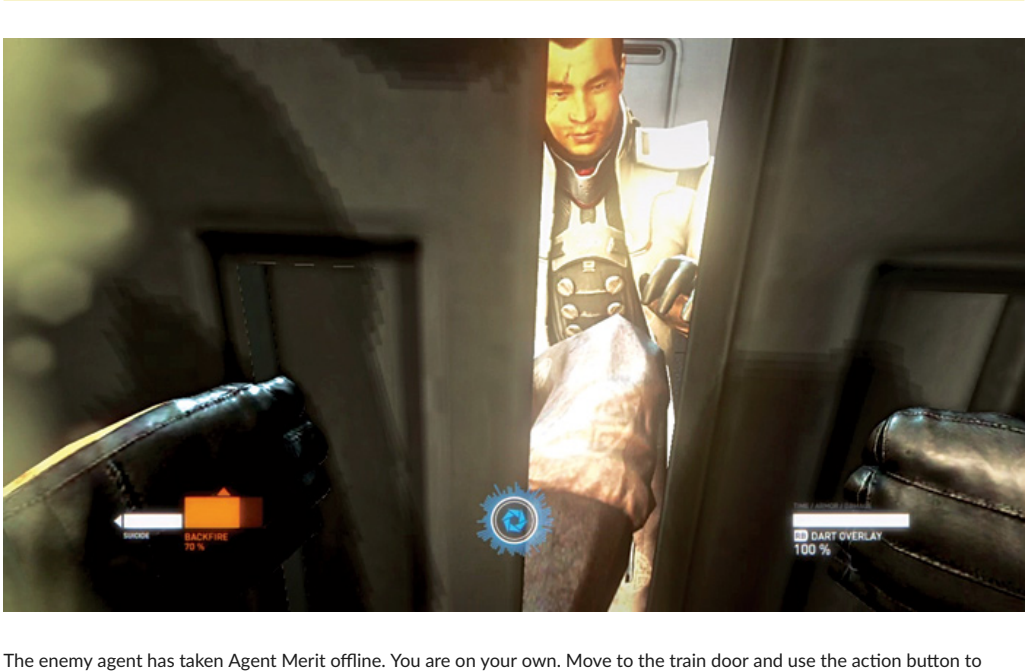
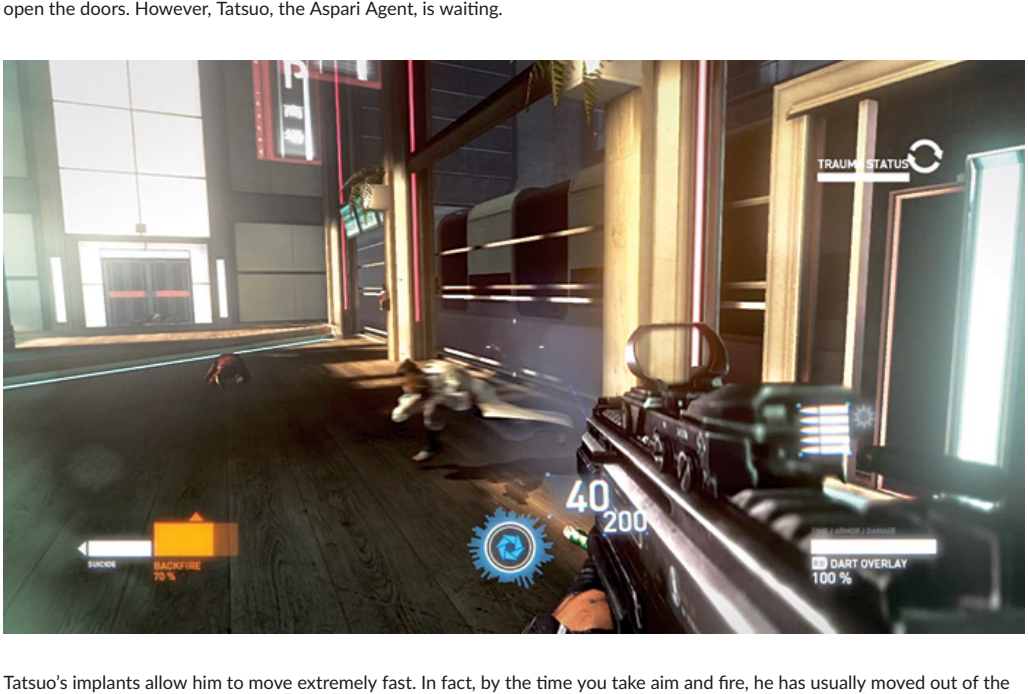
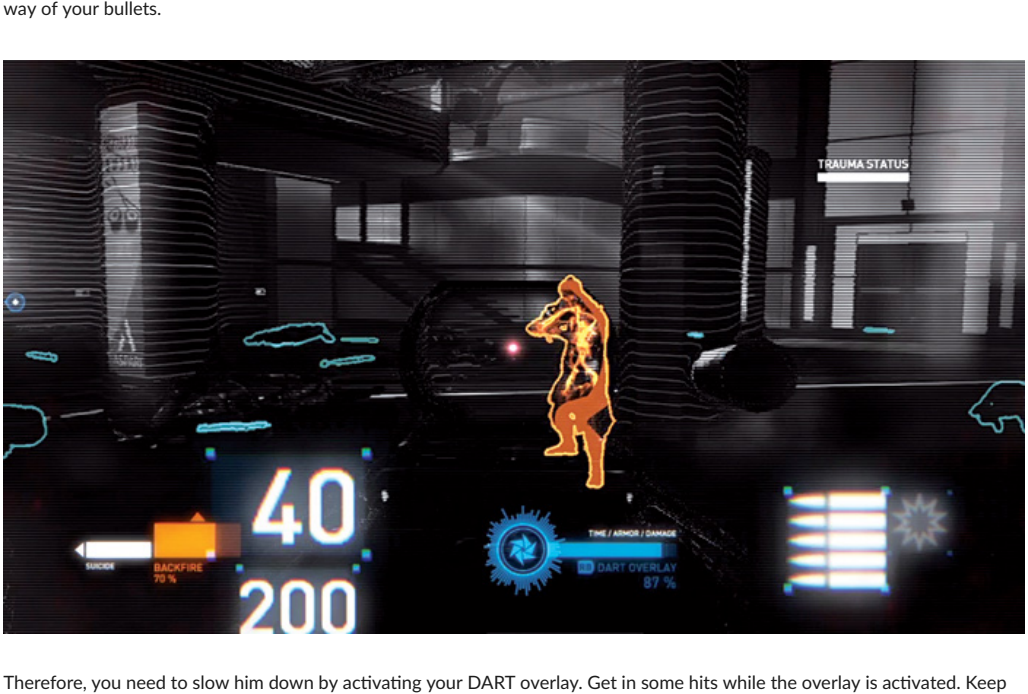


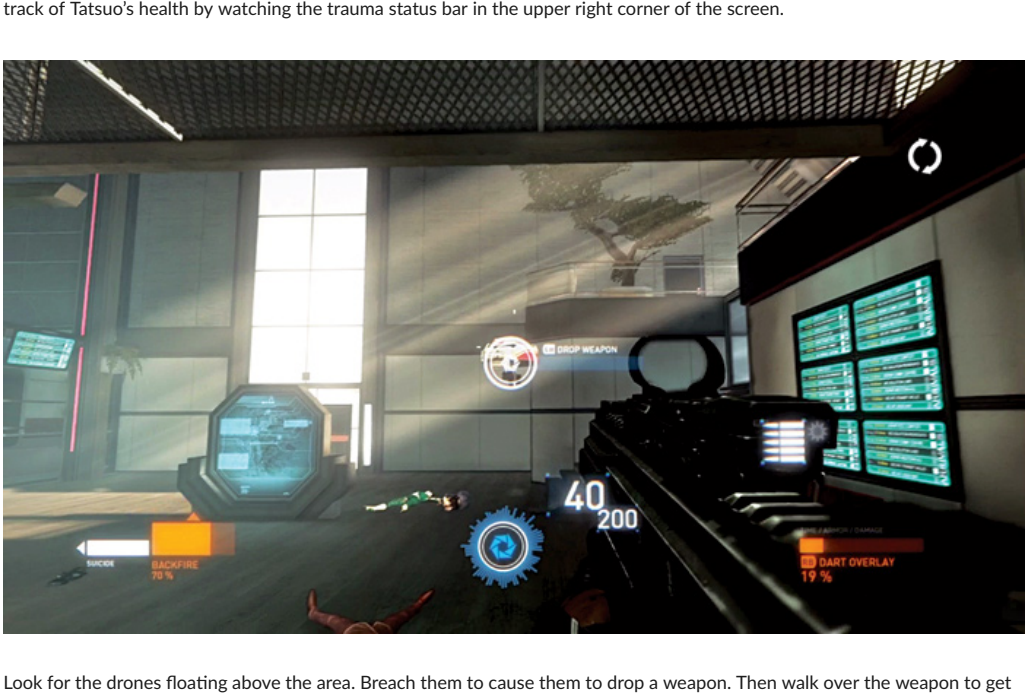
The enemy agent has taken Agent Merit offline. You are on your own. Move to the train door and use the action button to open the doors. However, Tatsuo, the Aspari Agent, is waiting.



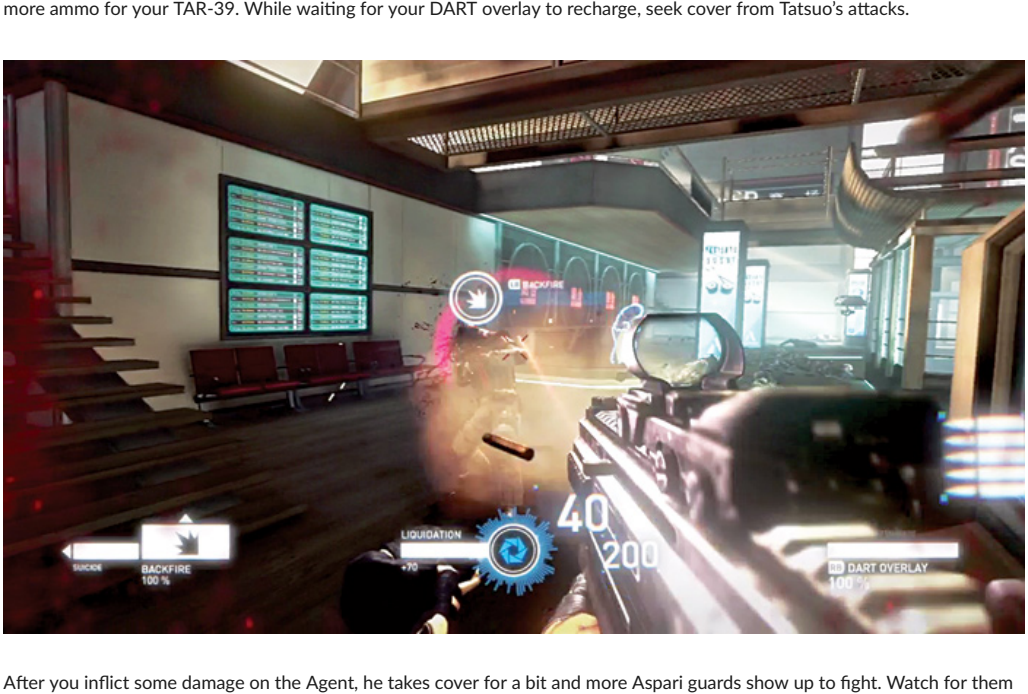
Tatsuo's implants allow him to move extremely fast. In fact, by the time you take aim and fire, he has usually moved out of the way of your bullets.



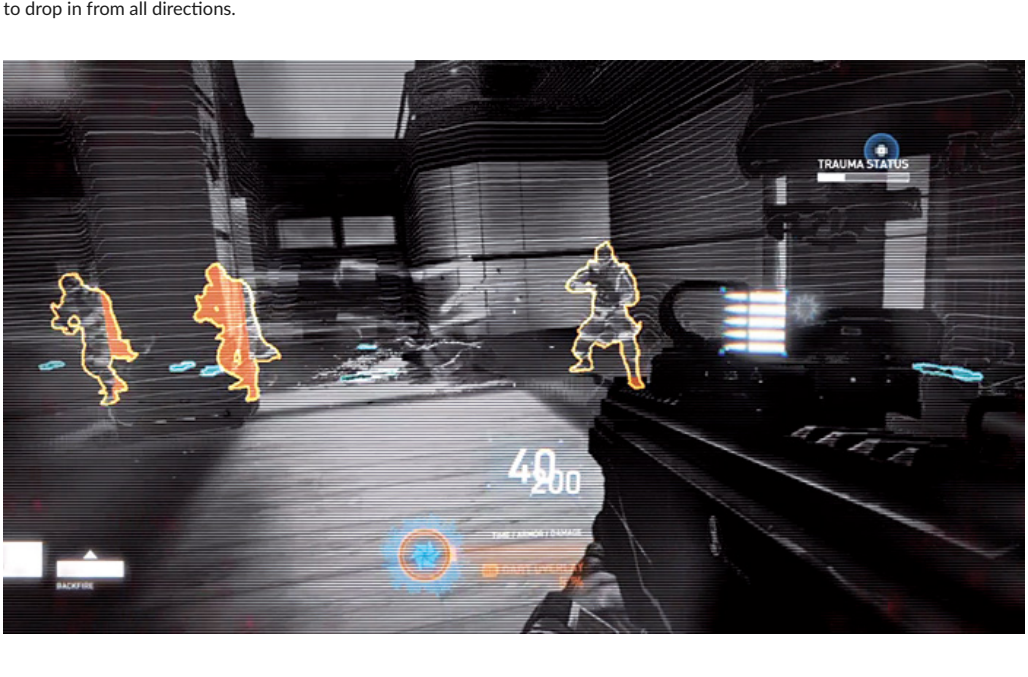
Therefore, you need to slow him down by activating your DART overlay. Get in some hits while the overlay is activated. Keep track of Tatsuo's health by watching the trauma status bar in the upper right corner of the screen.



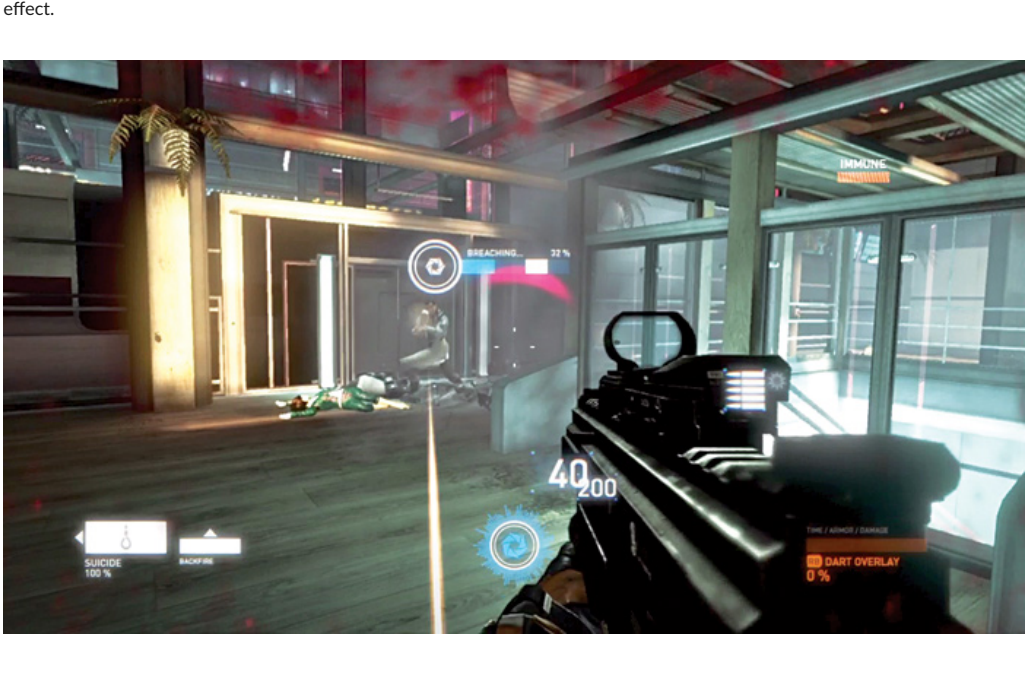
Look for the drones floating above the area. Breach them to cause them to drop a weapon. Then walk over the weapon to get more ammo for your TAR-39. While waiting for your DART overlay to recharge, seek cover from Tatsuo's attacks.



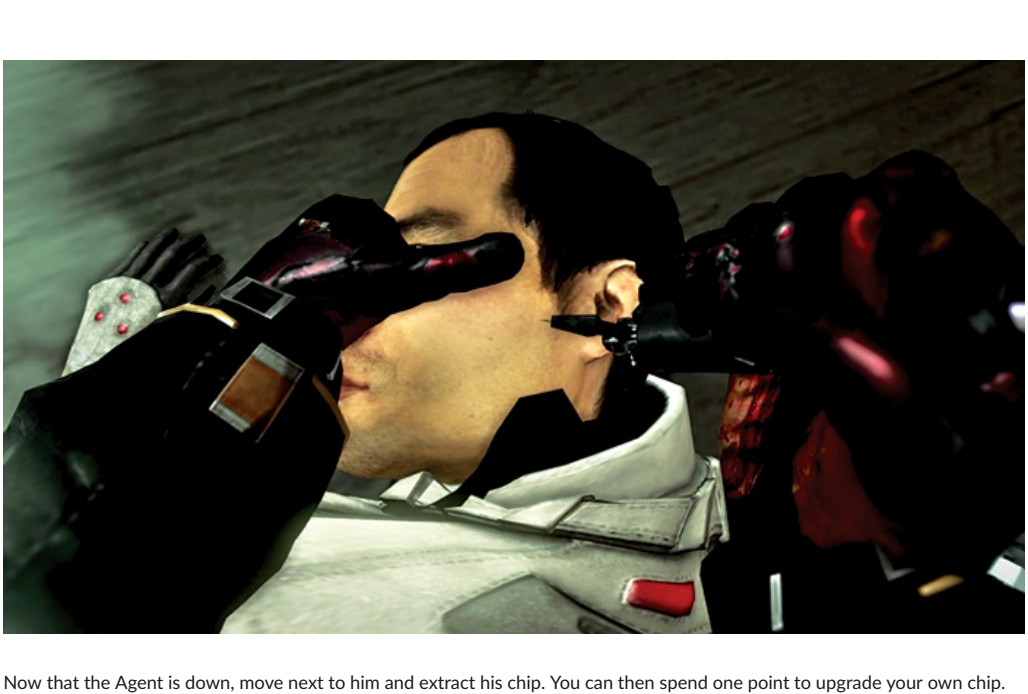
After you inflict some damage on the Agent, he takes cover for a bit and more Aspari guards show up to fight. Watch for them to drop in from all directions.



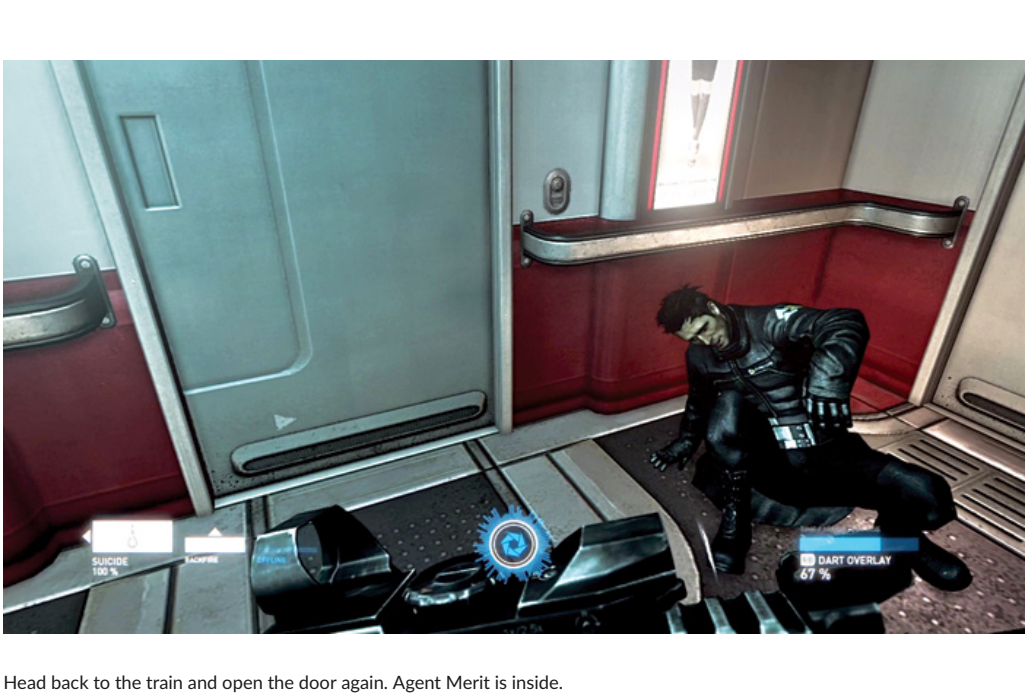
Once the guards are neutralized, Tatsuo returns. In addition to his blinding speed, he can also create holo-projections of himself. When these are hit, they return to the Agent, so fire at any of them until you determine the real Agent and can fire for effect.



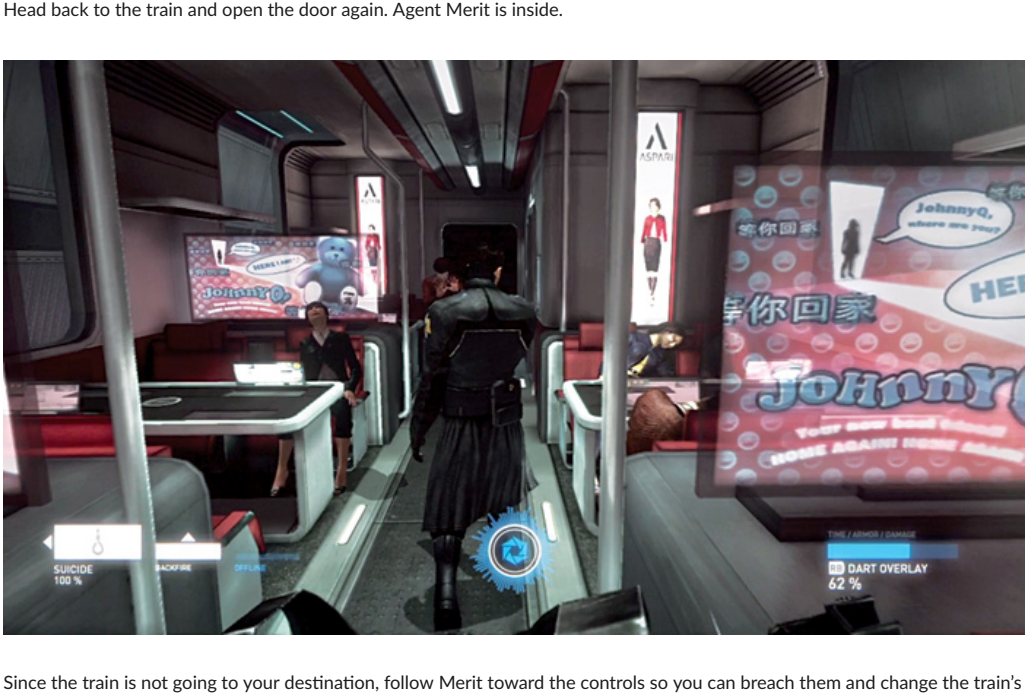
After you have depleted Tatsuo's trauma status bar, perform a breach on his holo-projector to finally defeat the Aspari Agent.



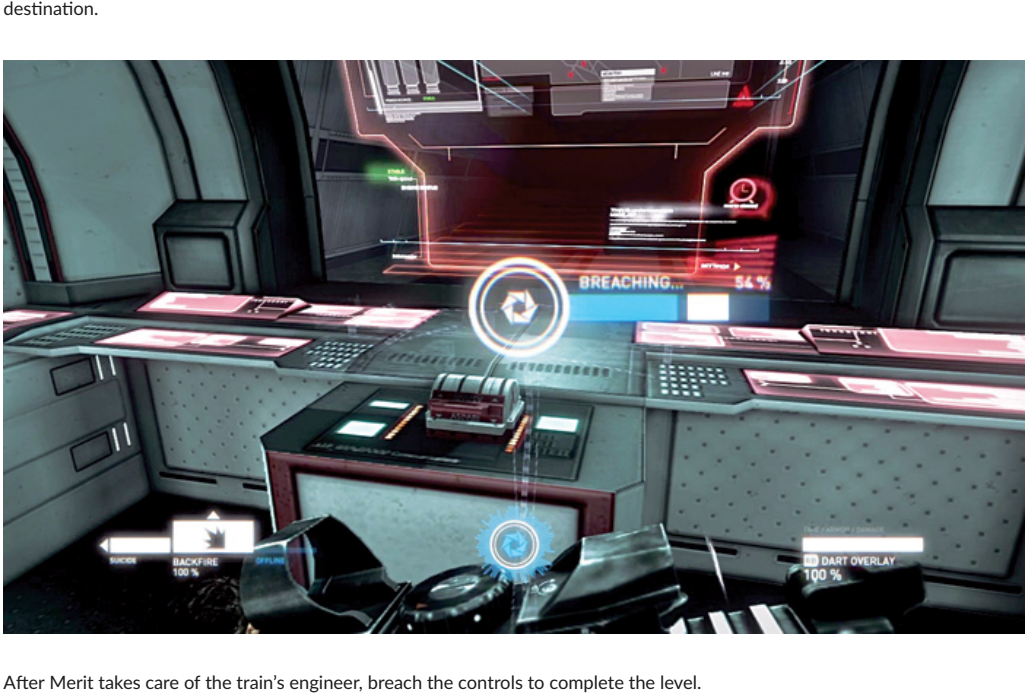
Now that the Agent is down, move next to him and extract his chip. You can then spend one point to upgrade your own chip.



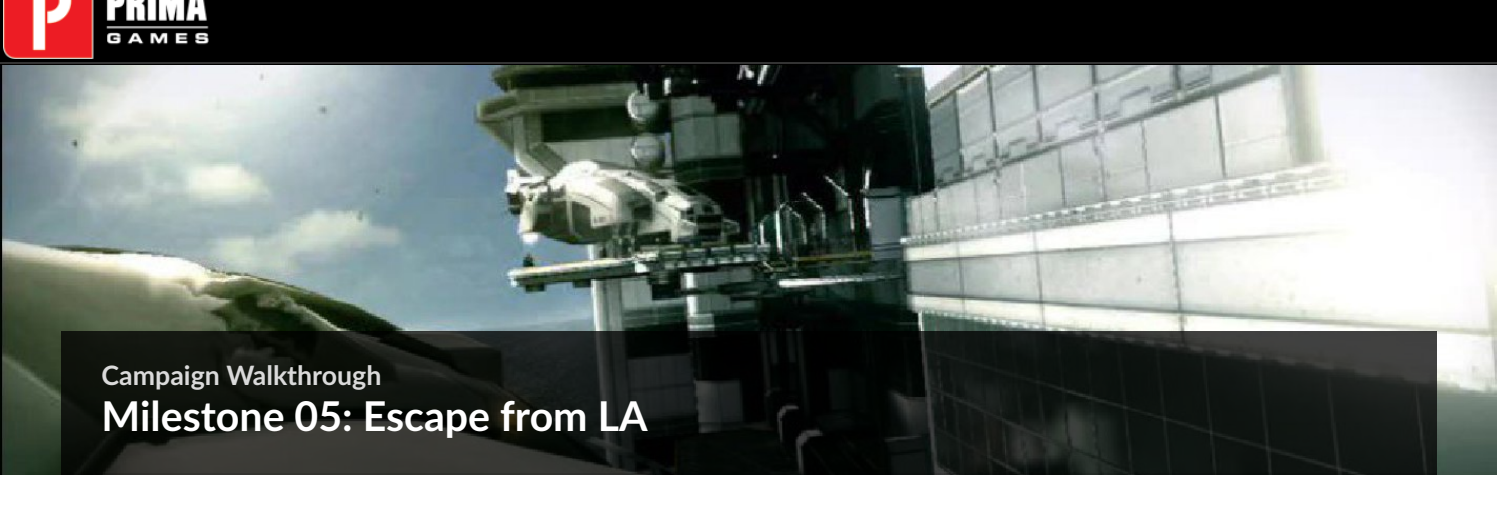
Head back to the train and open the door again. Agent Merit is inside.



Since the train is not going to your destination, follow Merit toward the controls so you can breach them and change the train's destination.

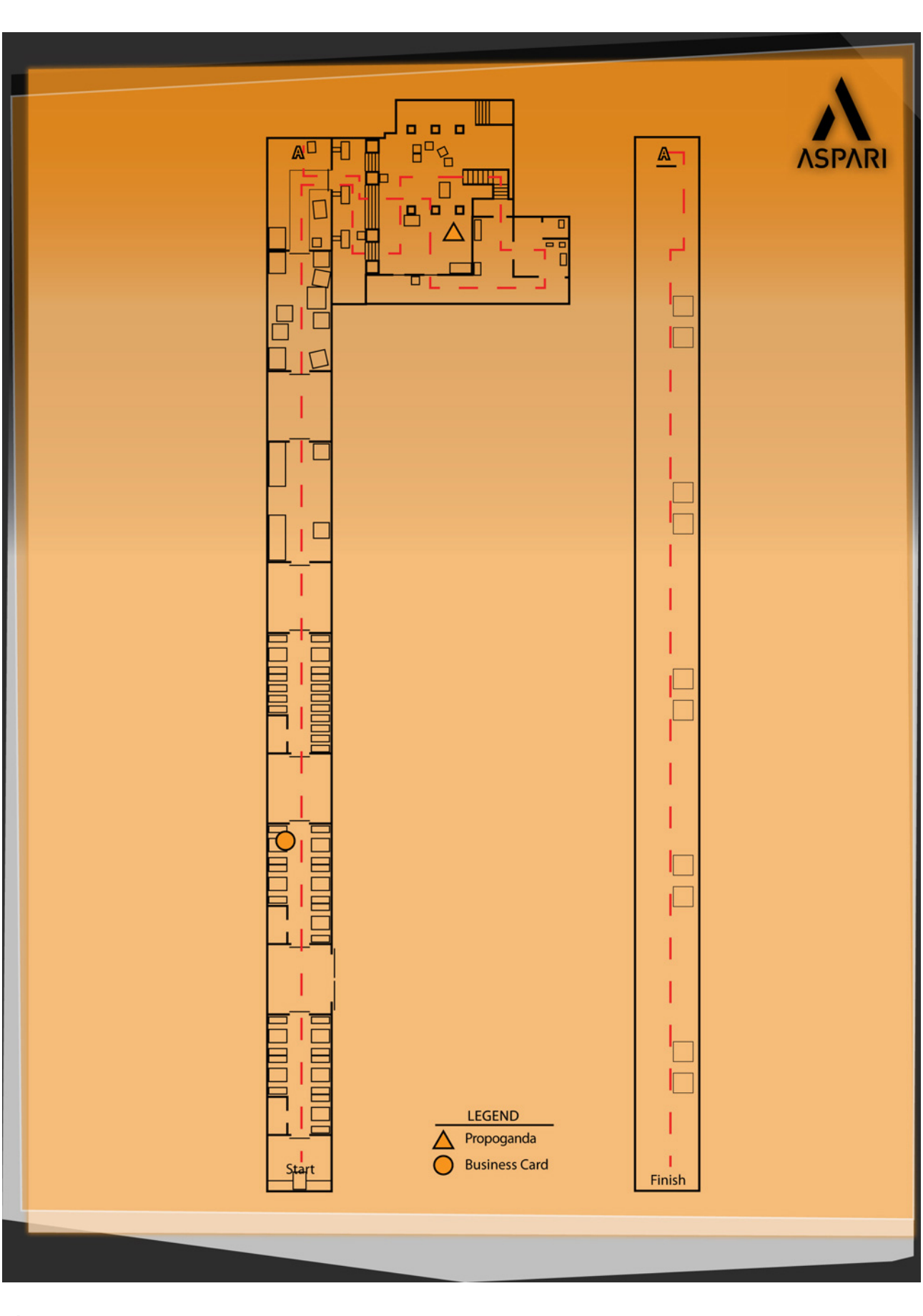


After Merit takes care of the train's engineer, breach the controls to complete the level.

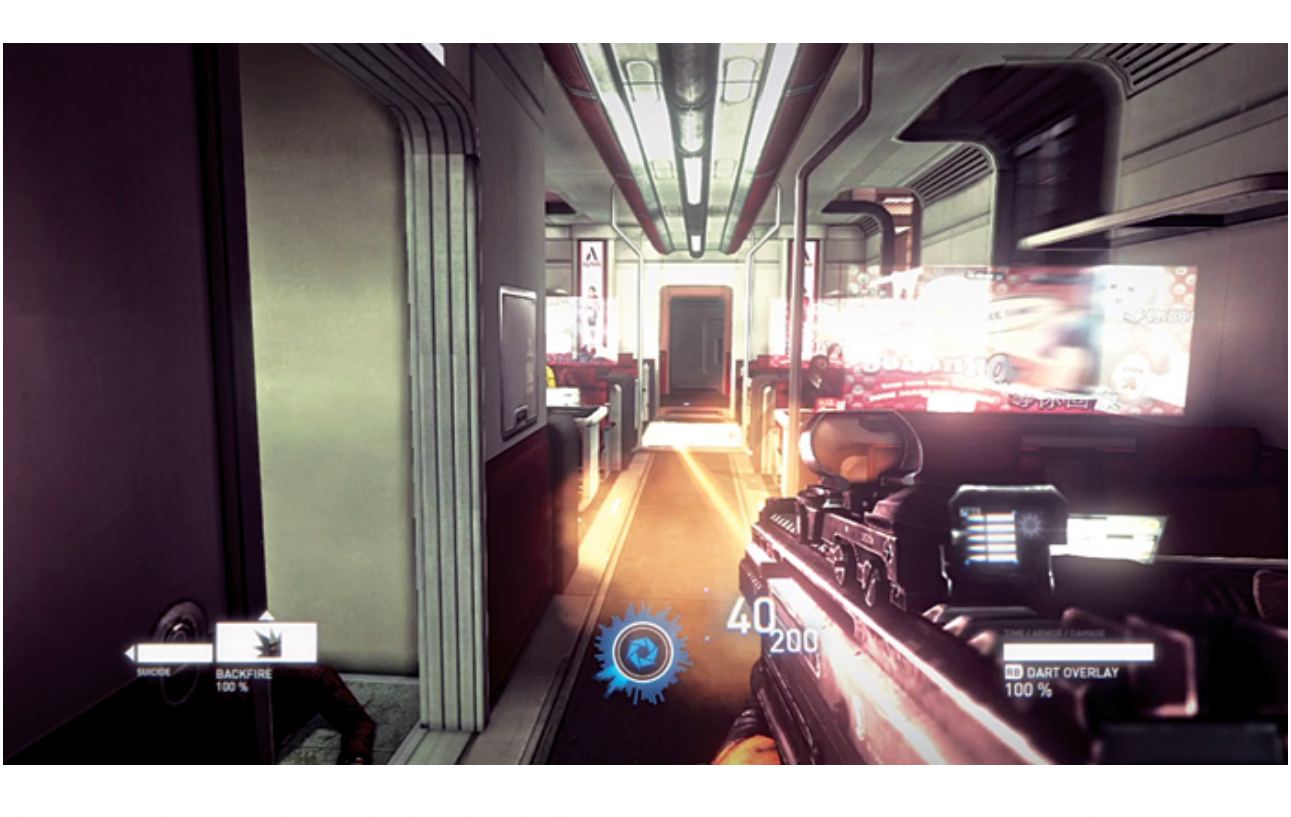


Campaign Walkthrough

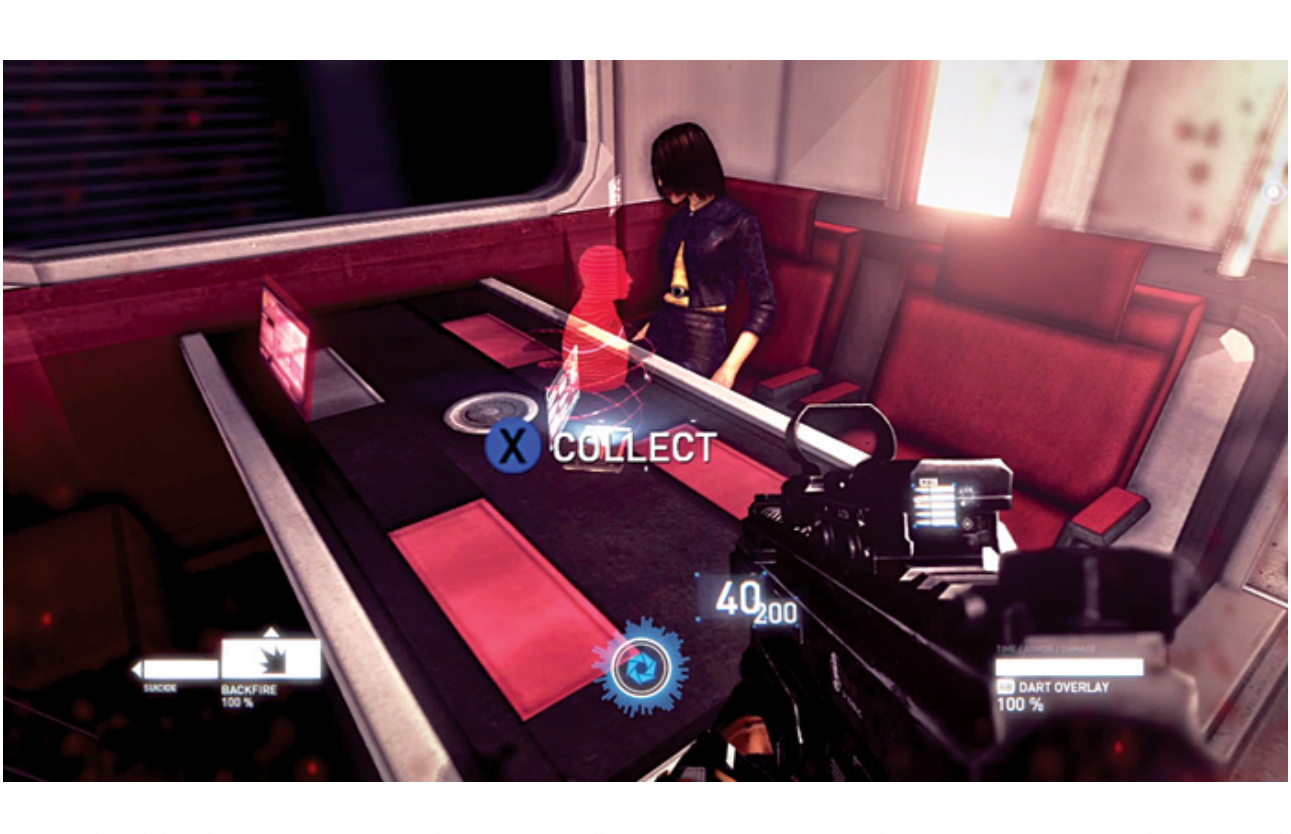
# Milestone 05: Escape from LA



## Eliminate Aspari Counter Forces



The rear control system of the train has been breached by Aspari counter forces. If you want to get to your destination, you must neutralize these threats. Exit the train cab and make your way back through the cars, moving toward the rear of the train.



Open a closed door by pressing the action button repeatedly so you can enter a second passenger car. Look for a business card on one of the tables on the left side. Pick it up and add it to your collection.

**New Personnel Log**

**MARIA ZHU**

**/ PROFILE ENTRY**

**Name:** Maria Zhu
**Age:** 41
**Position:** Unemployed
**Affiliation:** Aspari
**Clearance:** Grade 2

**LOGGED ENTRY**

/ channel61_aspariEntNetwork.HRM: transcript

… And we welcome Maria Zhu, for the prize draw in "Here are your Millions." This week's grand prize has now reached a staggering 53.5 million, after last week's contestant Kimaru relinquished his rights to the proceedings due to health issues.

So who is this lucky lady? Maria is a grade 2 consumer and mother of five, living in the San Diego factory shell complex with her husband Paul, a registrar at the Aspari LAPD. Such a happy life, especially since the launch of the "Euphoria 10.1" meldware update, released last week …

[A message from our sponsors; Upgrade now, for only 999.95 (Y$). Family license discount available.]

… So Maria, step up to the wheel please. It's time to Spin the Millions!

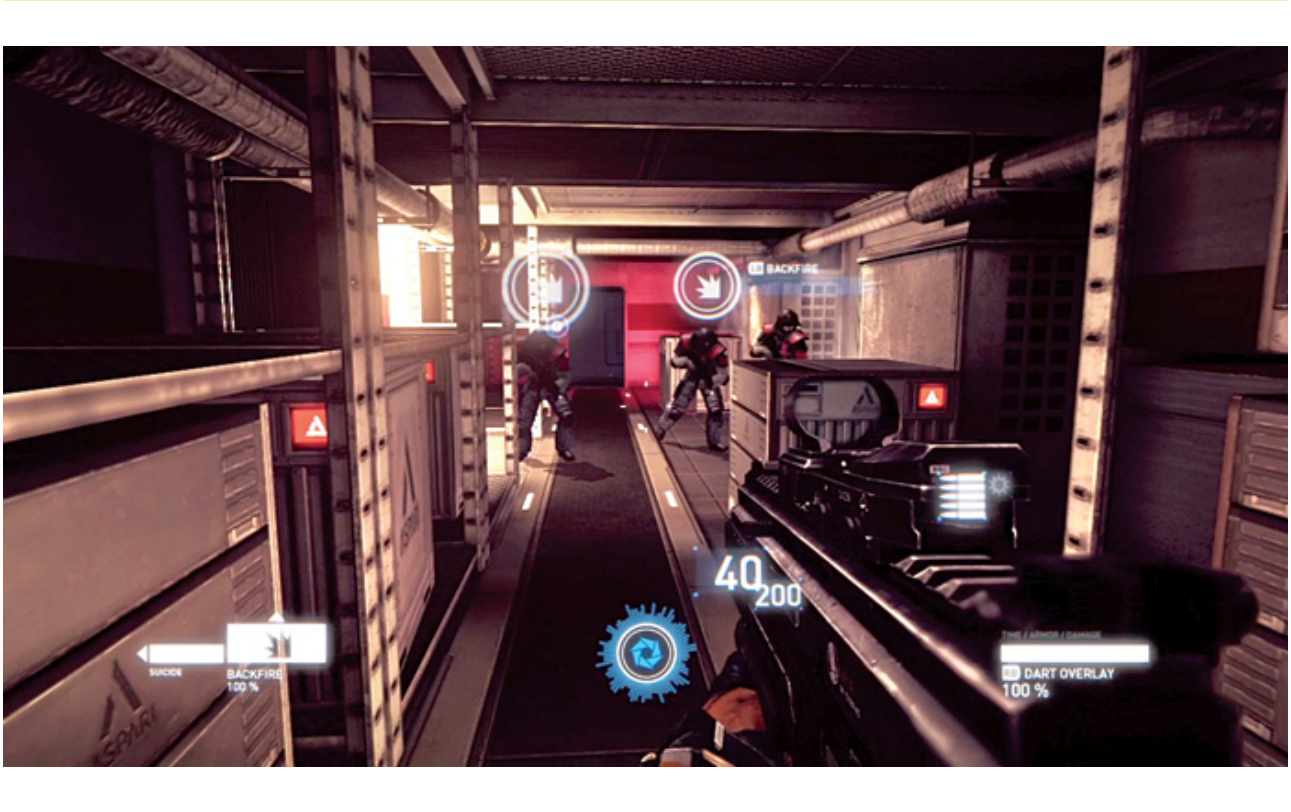
[Legal Disclaimer: All prize draws are monitored by "InSurvey Consumer Insurance Ltd." Consumer rights are monitored through regulation 321-45. HRM Productions 2069, All Rights Reserved.]

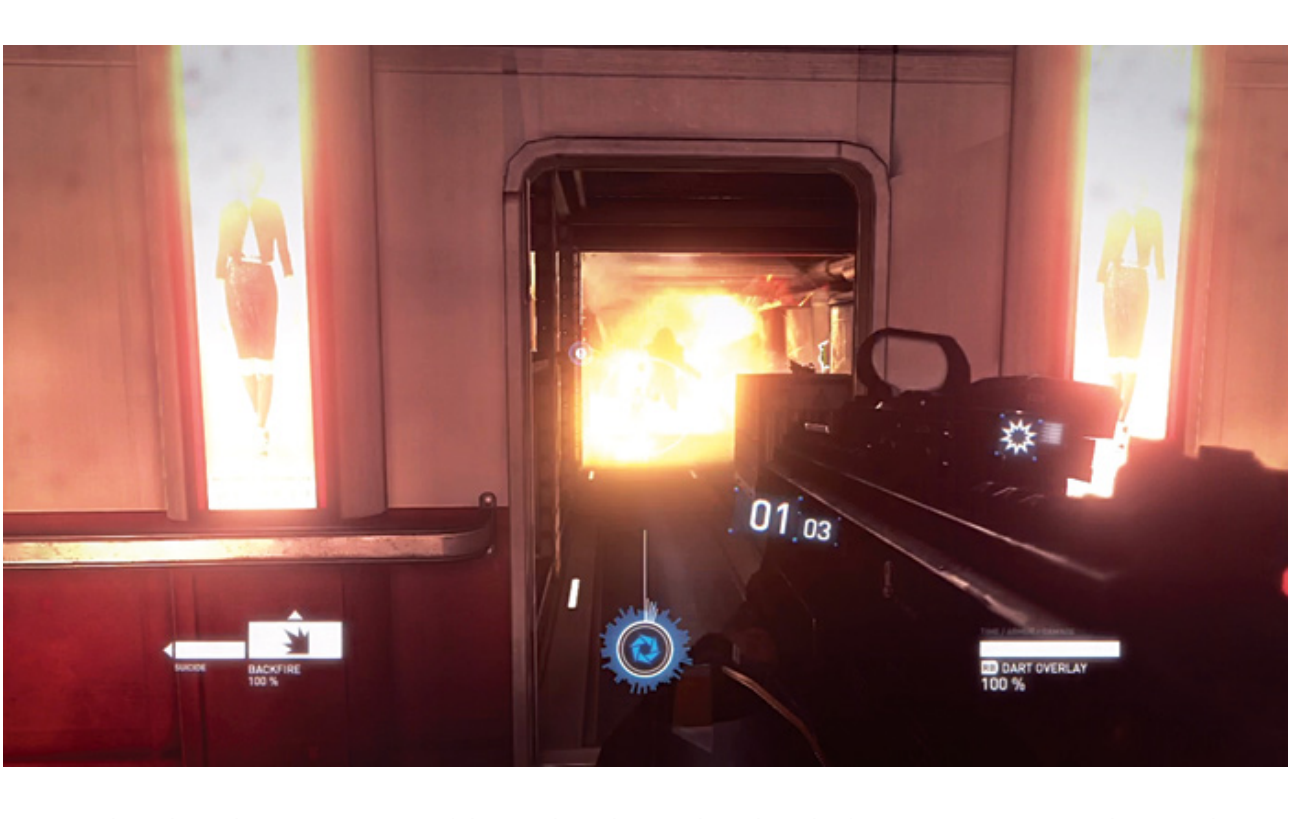
It's un-be-lievable! 53.5 million, now that's a true life-changer. Complete happiness, a new home at the Aspari South Central, and full system upgrades for you and your family is now a dream come true.

[Proceedings of chance are susceptible to Aspari Consumer Tax.]

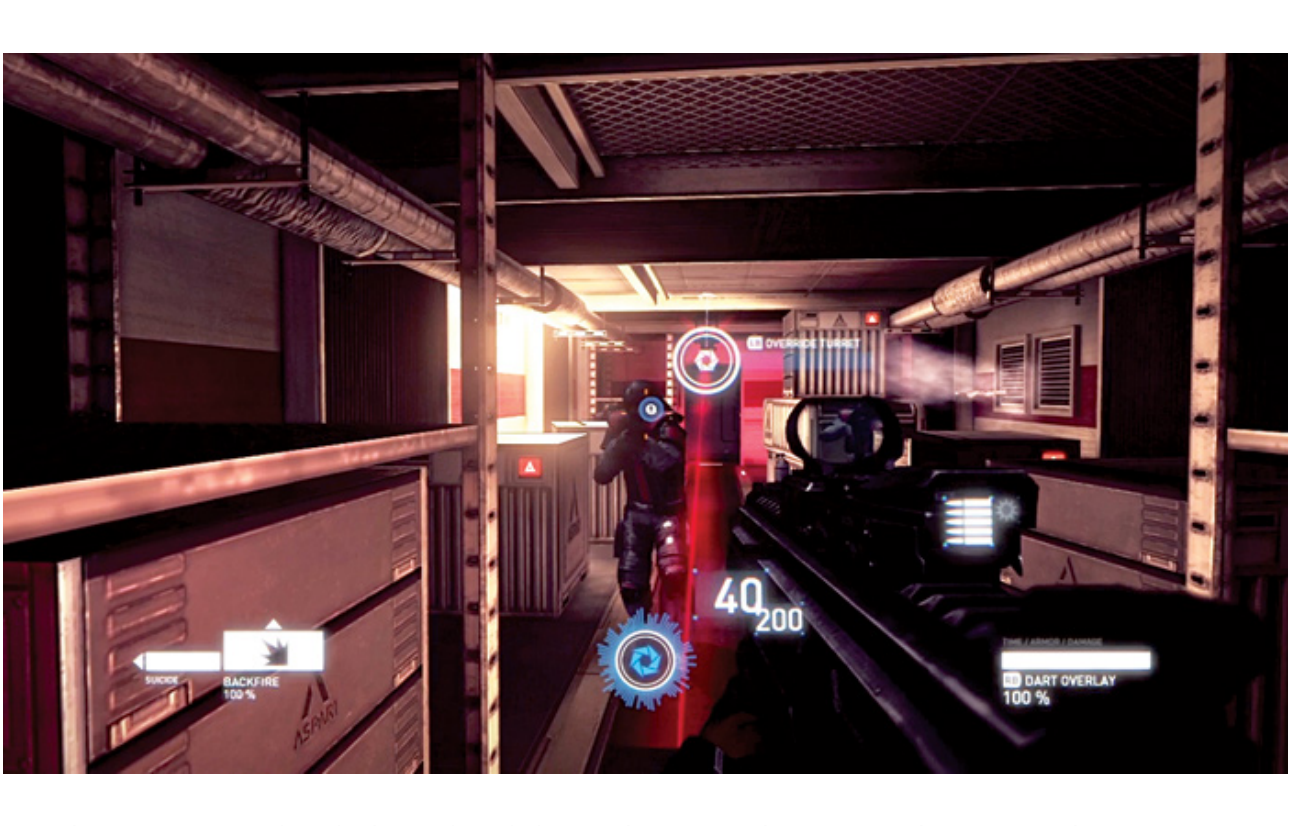
We thank Maria for her participation today and end the show wishing all of our consumers a productive week. Remember: "If you don't buy, you don't win!"

/ end of entry

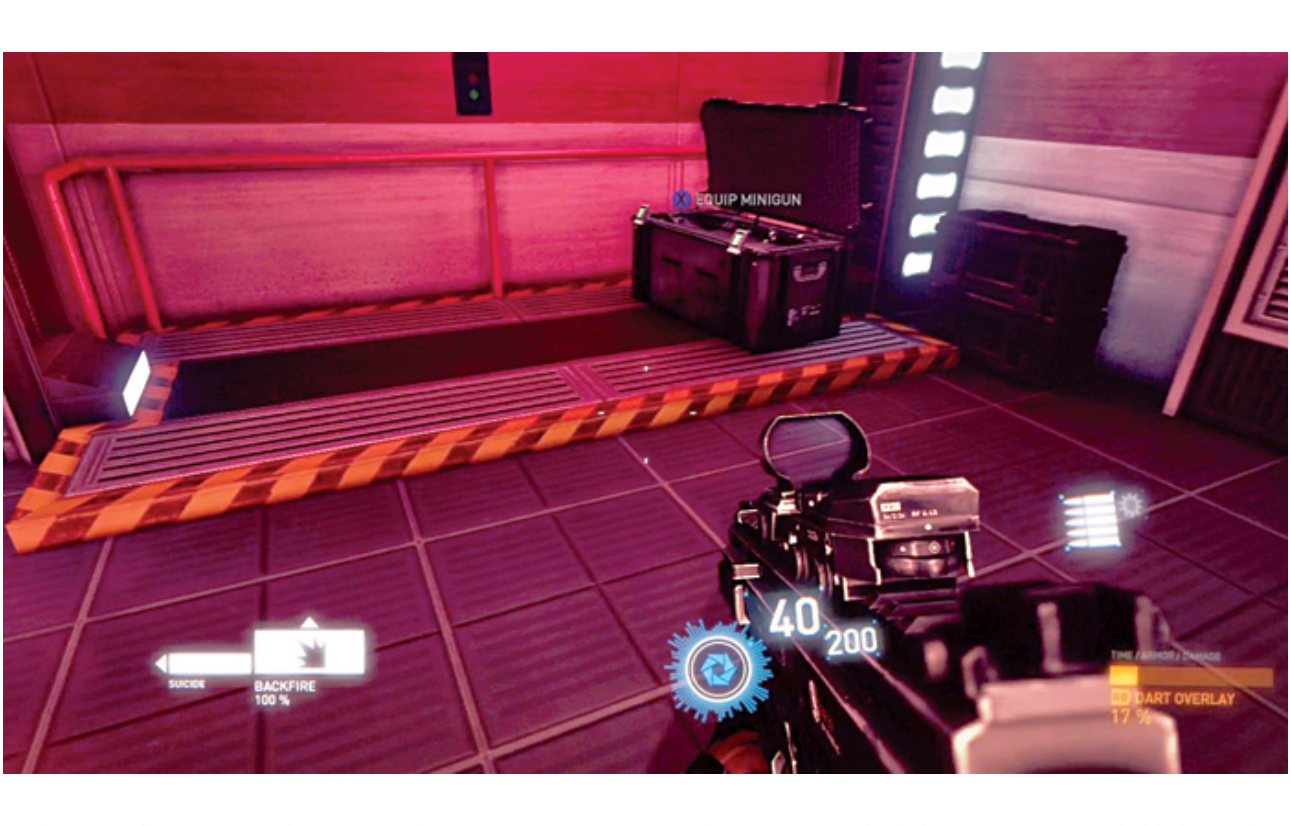




Continue through another passenger car and then go through a couple of doors leading to a cargo car. Be ready for a fight since there are several enemies inside. When you open the door, have your TAR-39 set to secondary fire mode so you can launch a grenade. A single grenade can kill all of the enemies inside. Another option is to use the Suicide app. This can also kill all of the enemies due to their close proximity to each other.

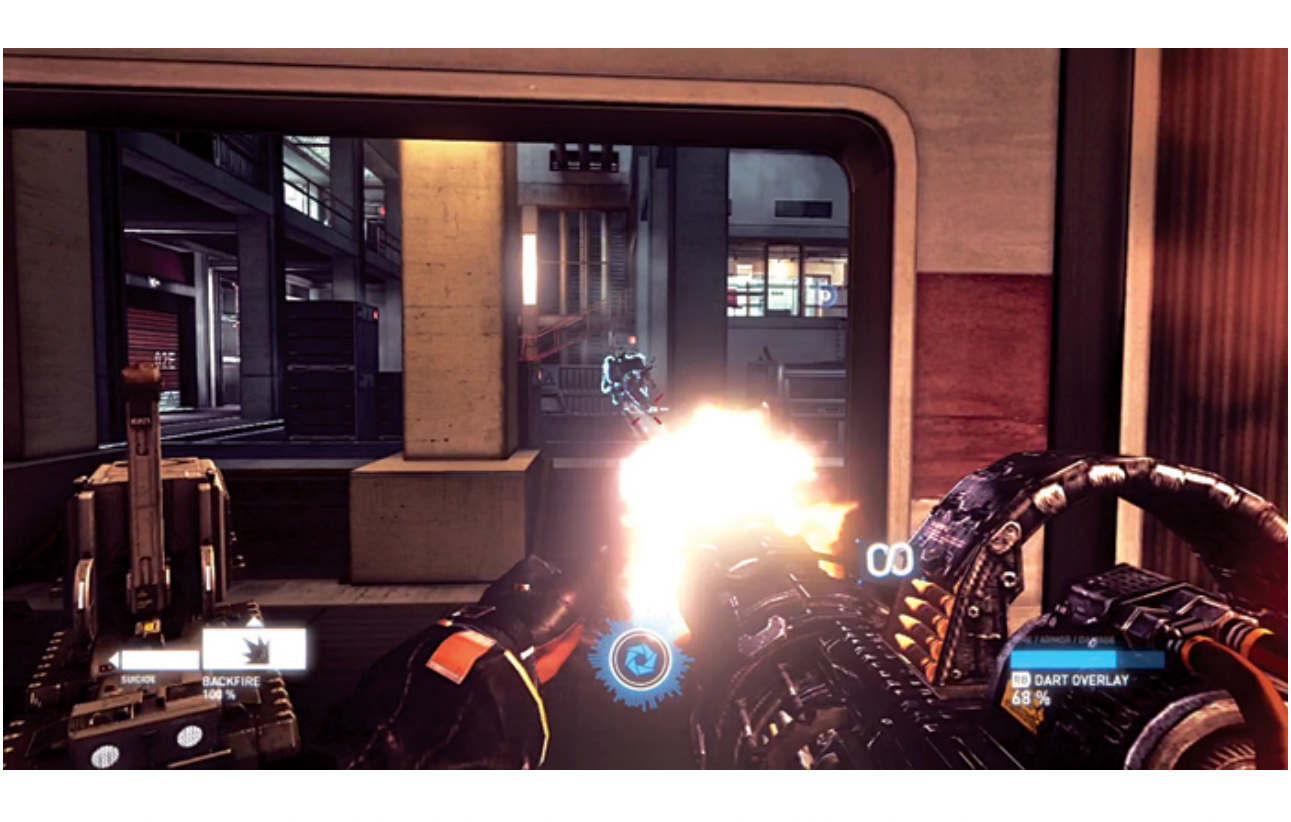


Once the first cargo car is cleared, advance through the next door into another cargo car. There are several more enemies in there as well as a turret. Quickly breach the turret to override it and let it start mowing down enemies for you. Move back into the previous car and take cover until the enemies are all dead.

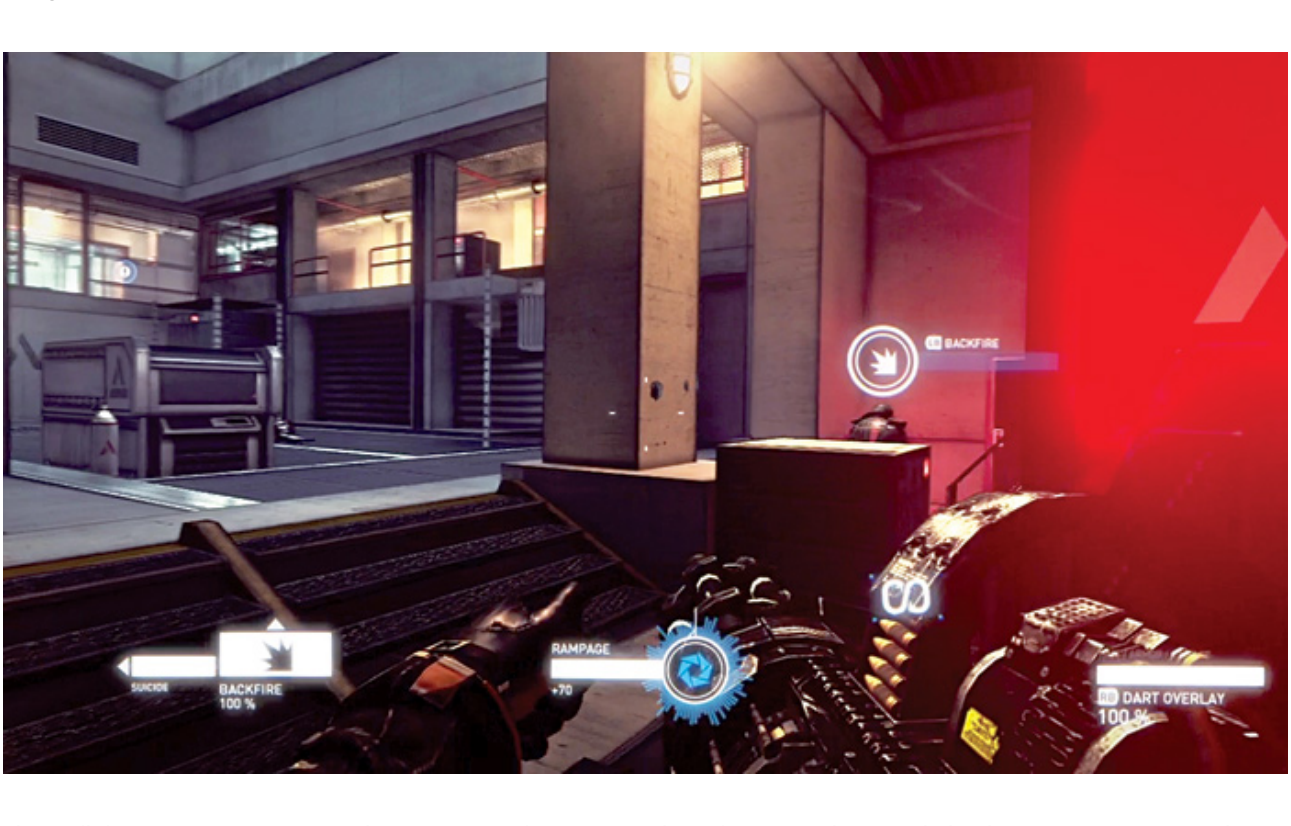


Push open a door to get to the rear car. The train is coming to a stop due to a remote lock down. Since you probably have a big fight on your hands to remove the lockdown, pick up the minigun in the case at the back of the car.

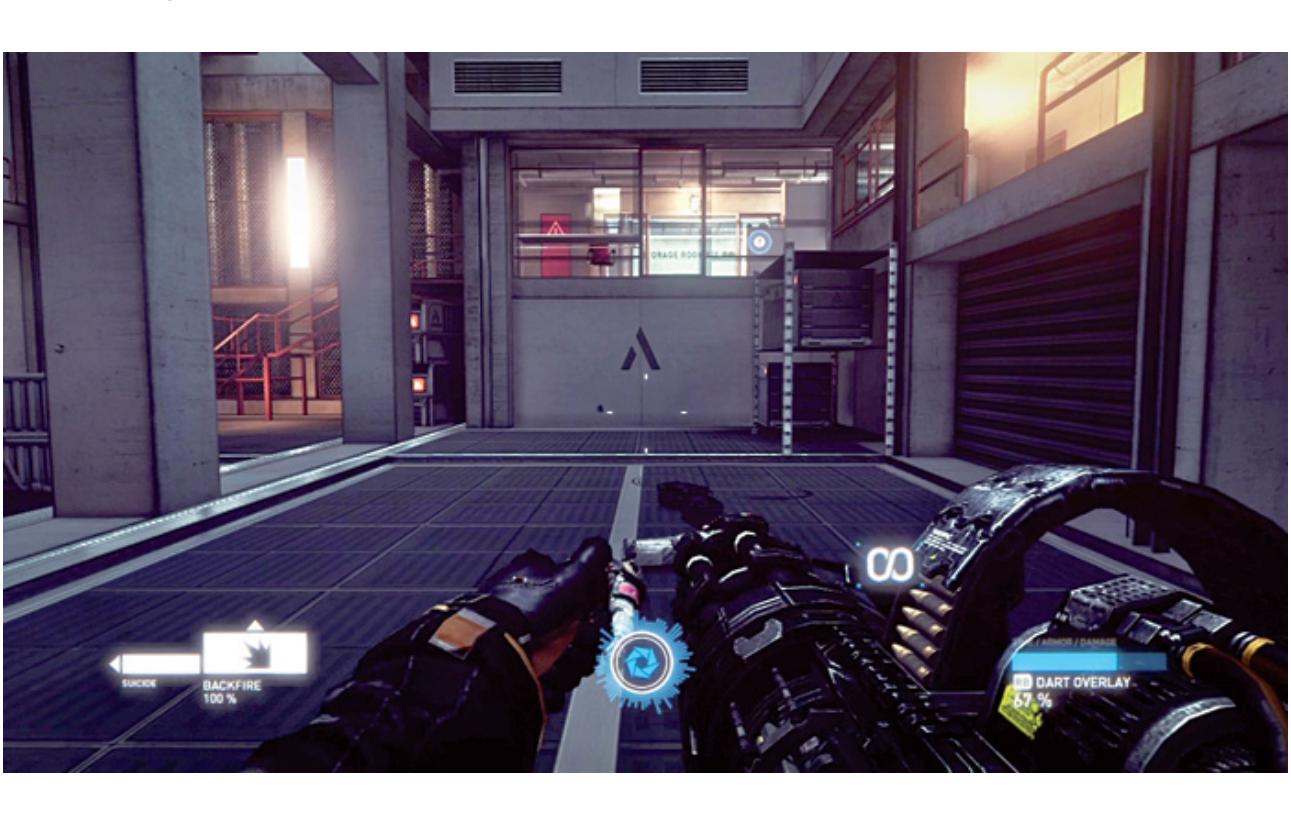
## Disable External Controls

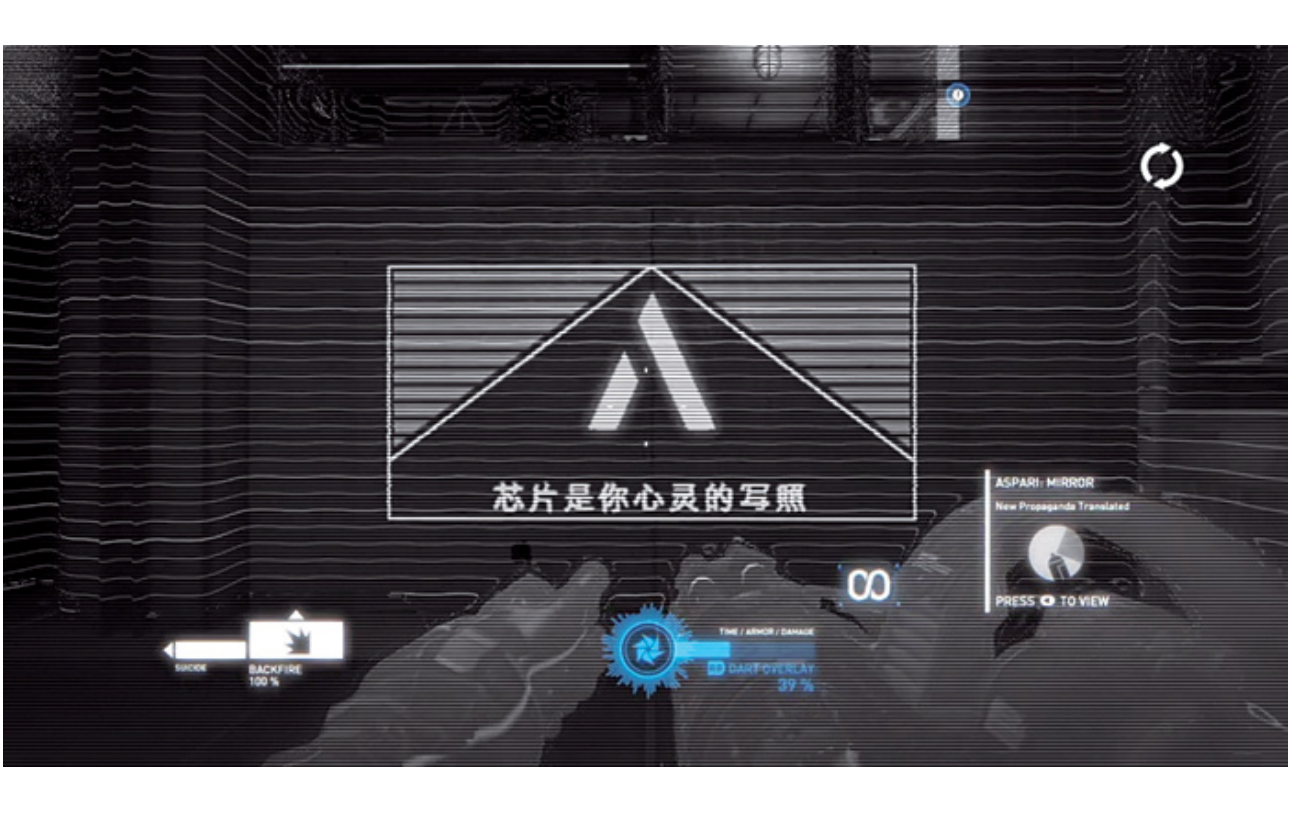


Aspari guards begin cutting through the side door of the car you are inside. Hold down the aim button to start rotating the minigun's barrels. Then open fire as soon as the doors open.



Shoot all the enemies you can see, then move into the area outside of the train. Take cover behind some crates, mowing down enemies as you go.





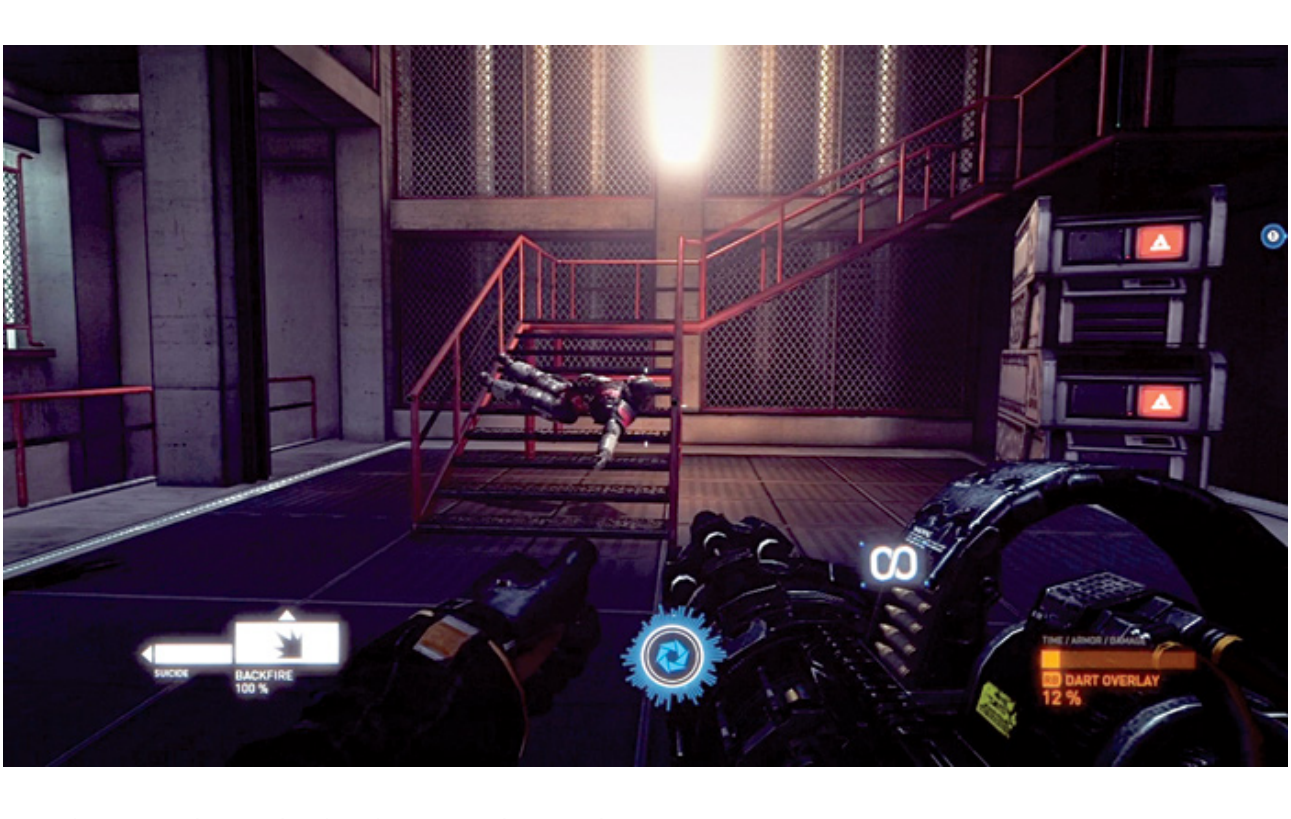
Look for the Aspari icon on a wall toward the back of the area. Activate your DART overlay to see the hidden propaganda.

**New Propaganda Translated**

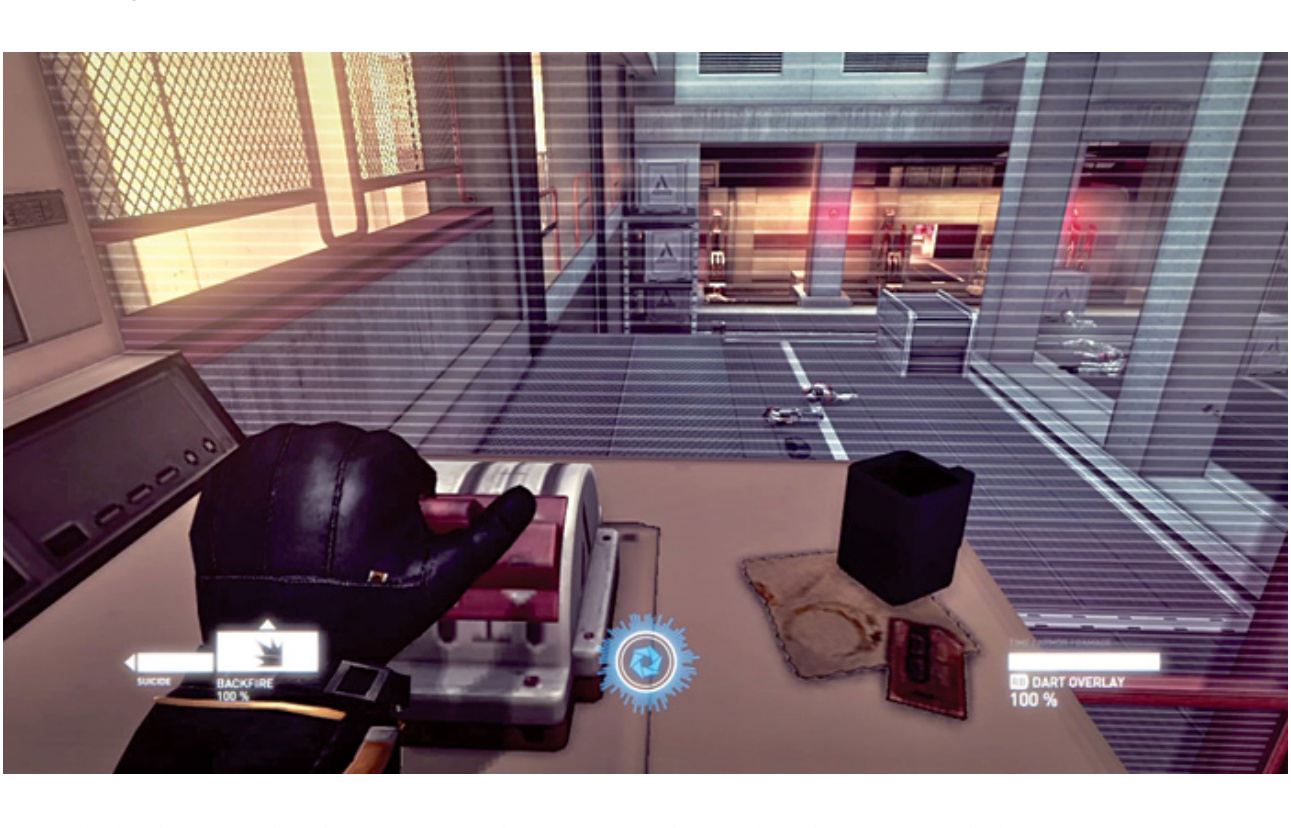
**ASPARI:** MIRROR

**"THE CHIP IS THE MIRROR OF YOUR SOUL."**

—Aspari

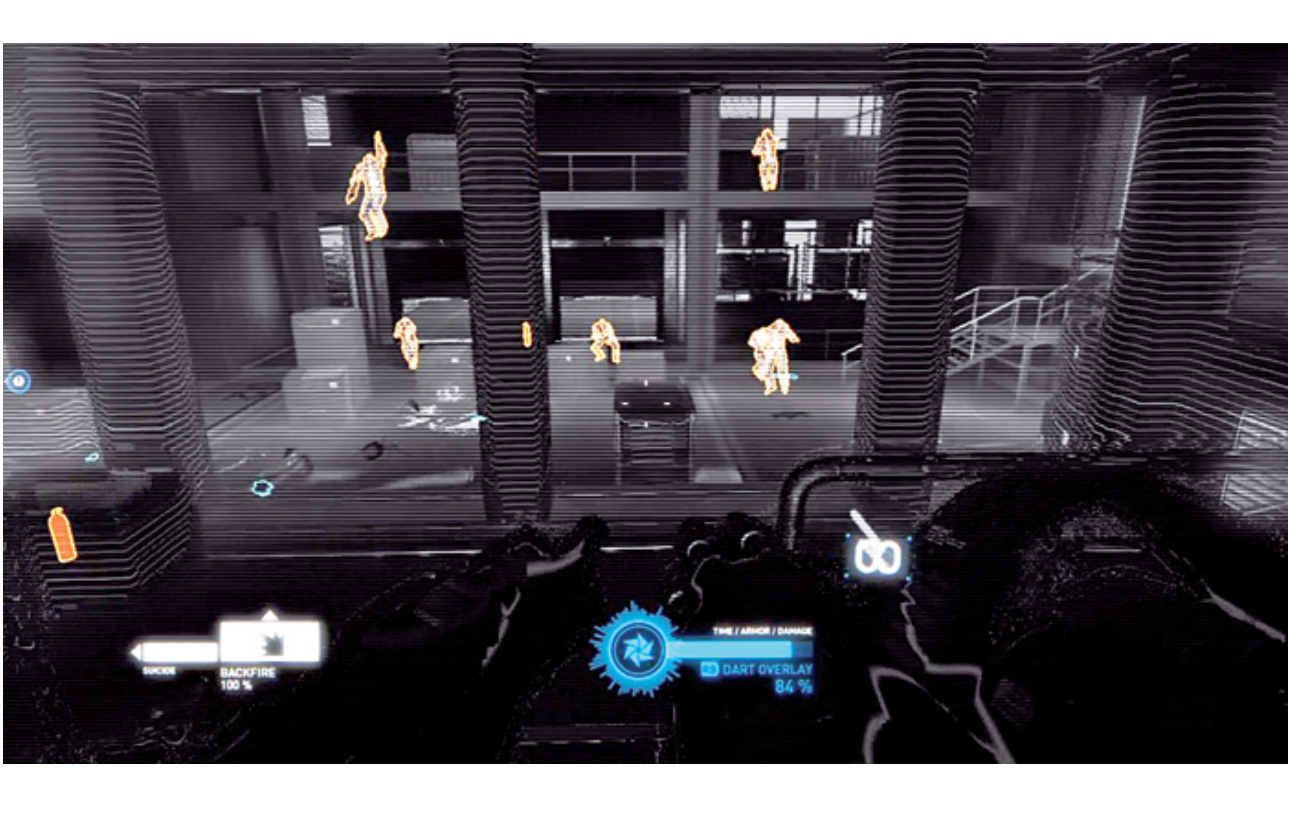


After clearing out the area, head up the stairs to the control room.

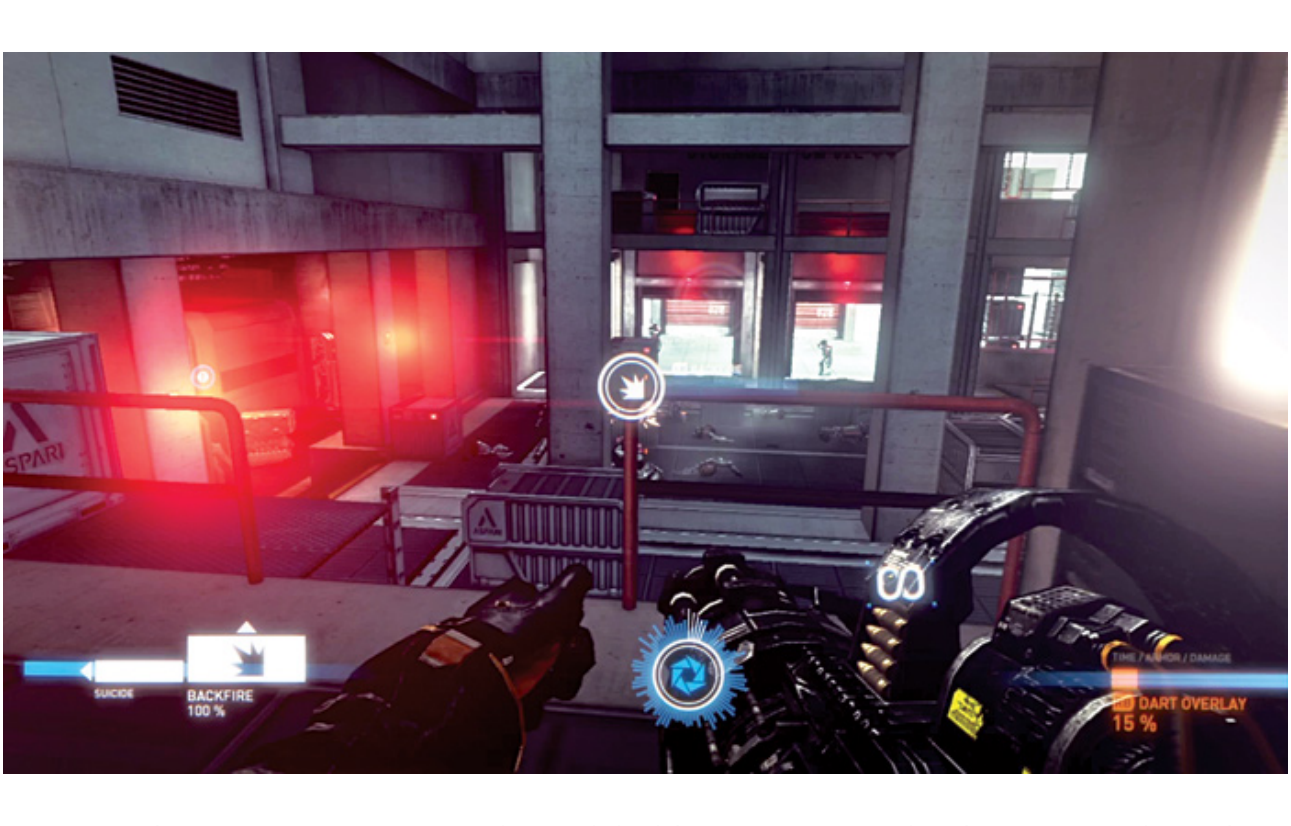


Locate the lockdown switch and press the action button to move the switch and deactivate the lockdown.

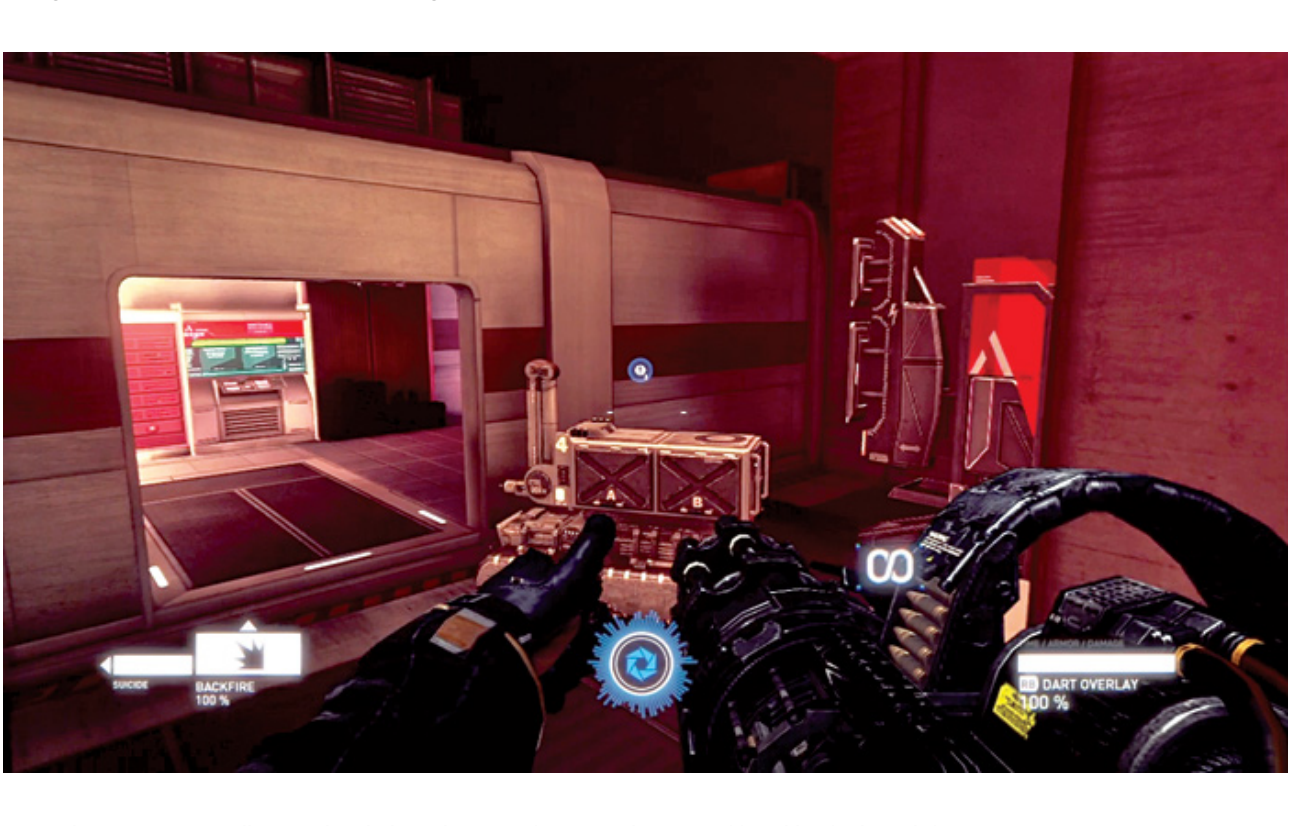
## Reactivate Train and Reach Main Controls



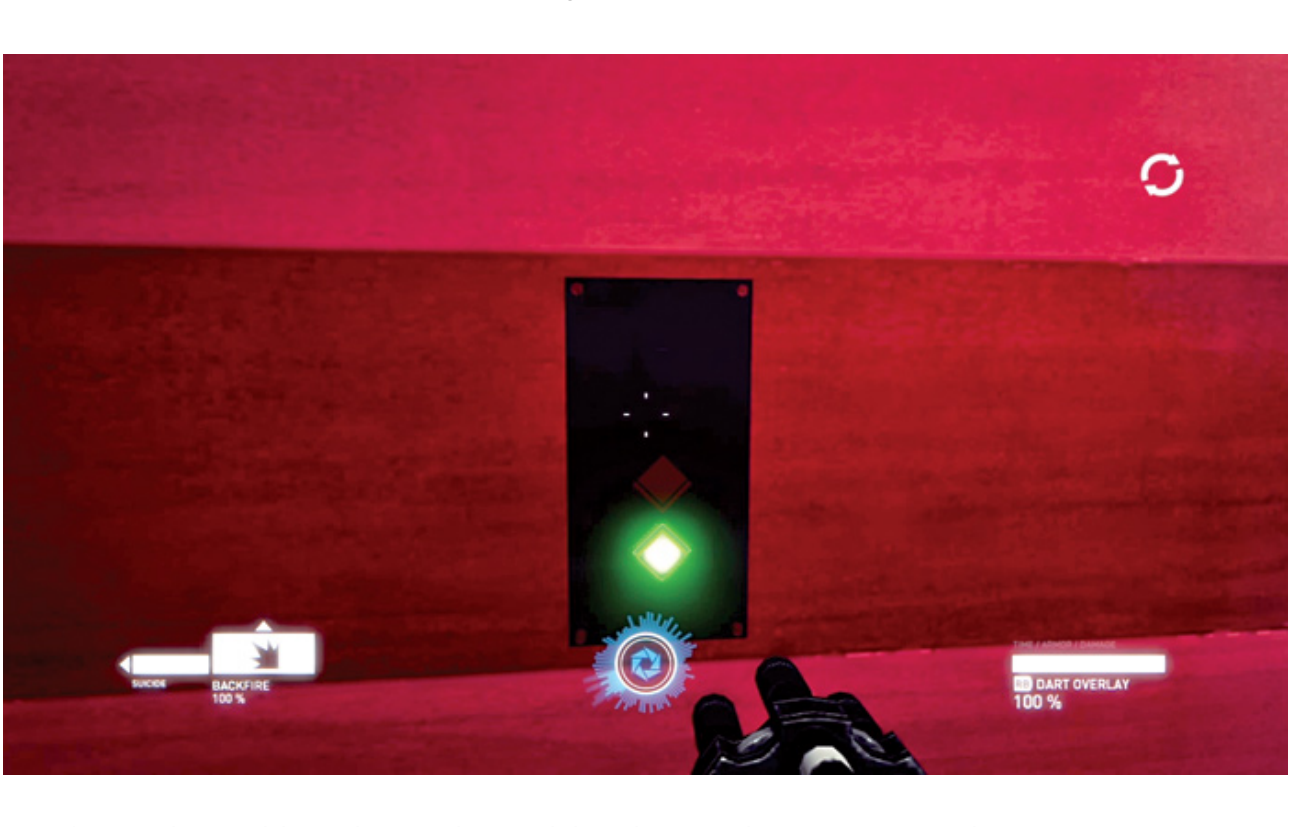
Rather than heading back down the stairs and walking into the middle of an ambush, move past the controls and turn right onto a walkway. Turn to face the center of the area as lots of enemies appear and begin attacking. Activate the DART overlay to slow down the action a bit and open fire.



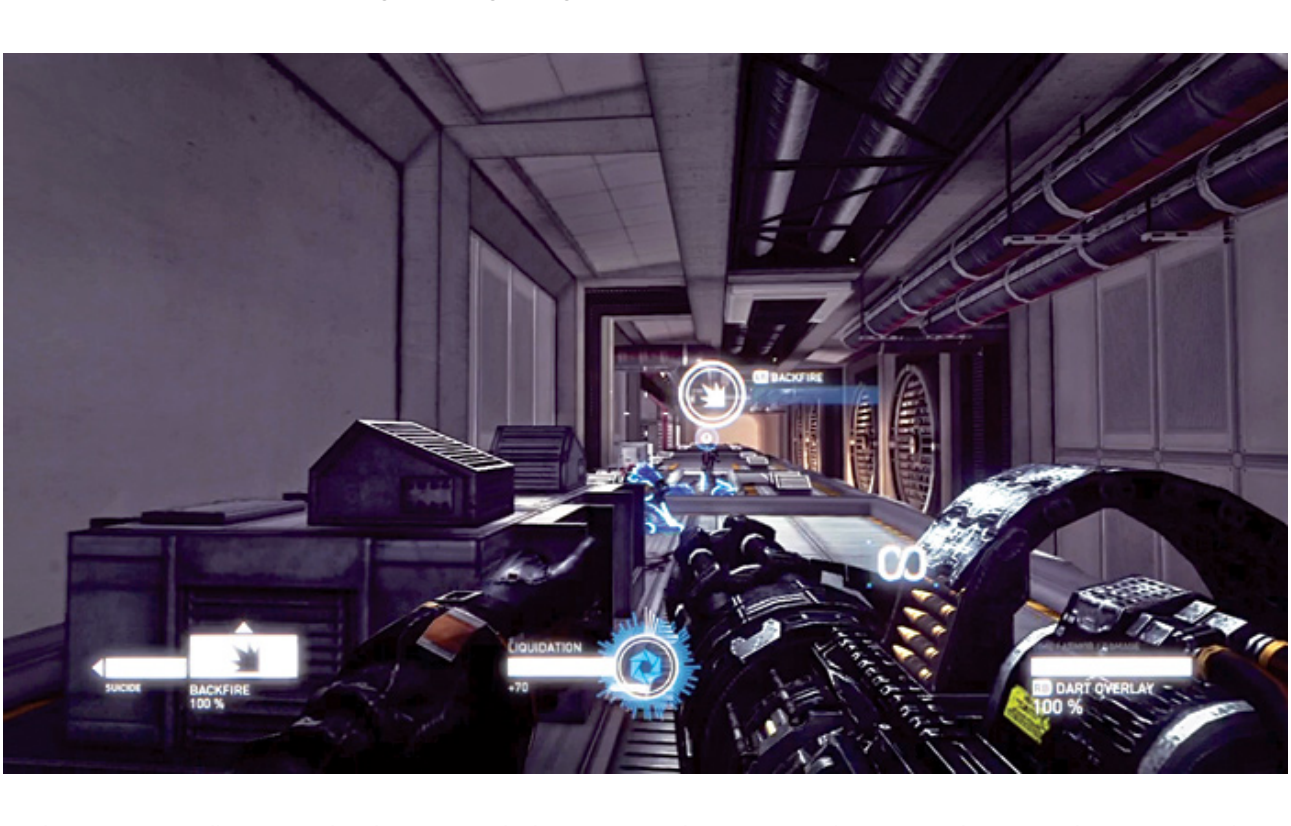
Keep firing as the enemies continue to appear. Take cover behind the crates if you start taking damage. You can also use the Suicide app if needed. Be sure to select a target near several others so that you get some extra kills for the effort. With all the killing here, your adrenaline quickly recharges your breach apps.



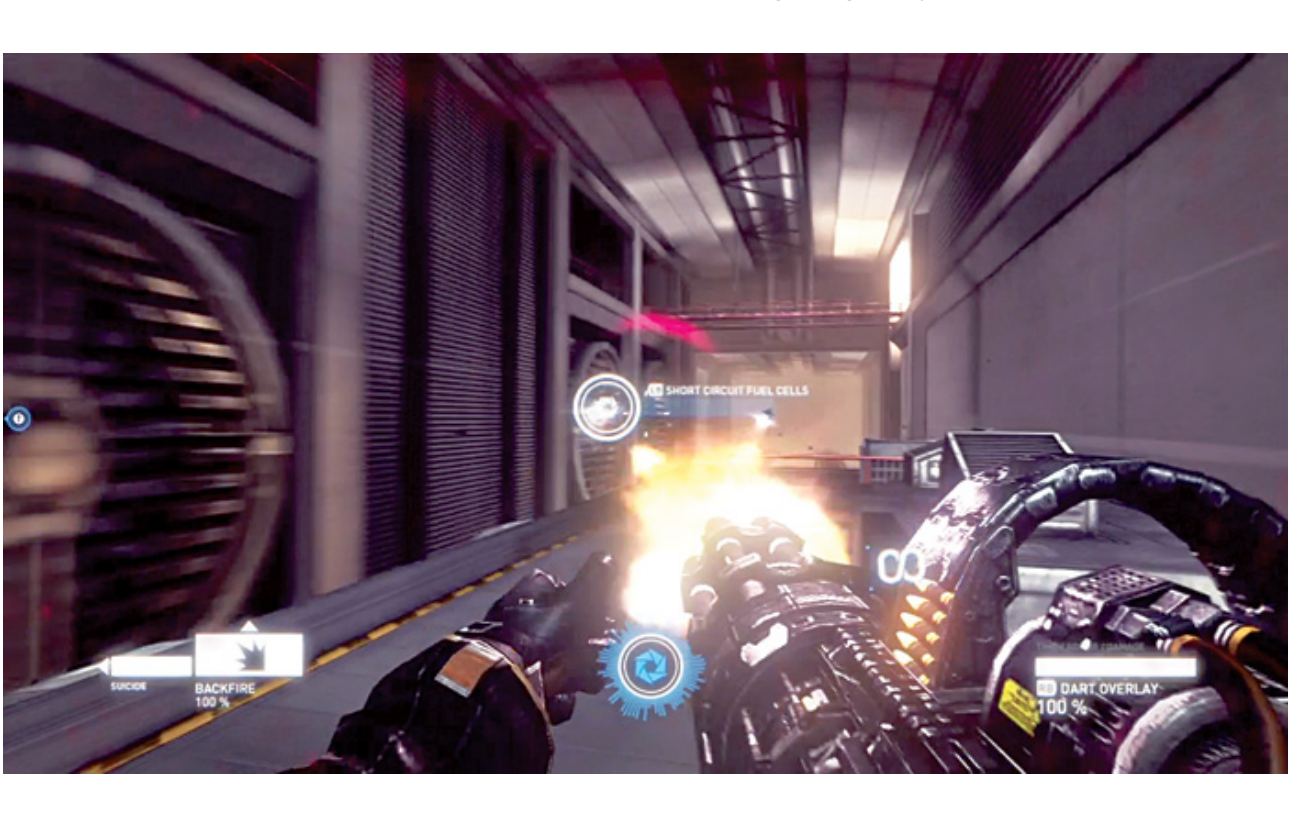
Once the enemies are all neutralized, drop down to the ground floor and head back aboard the train.



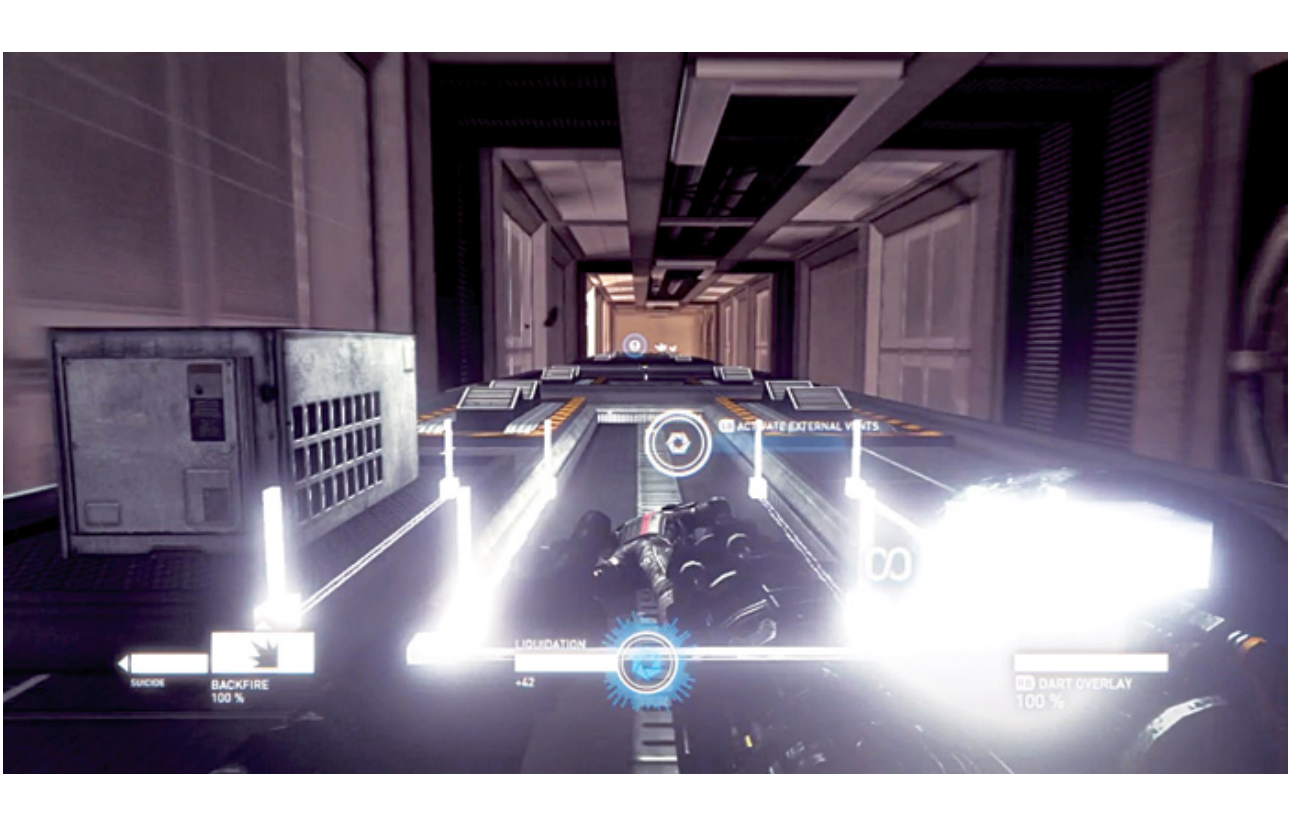
Press the action button while standing near the green light at the rear of the train to reactivate the train.



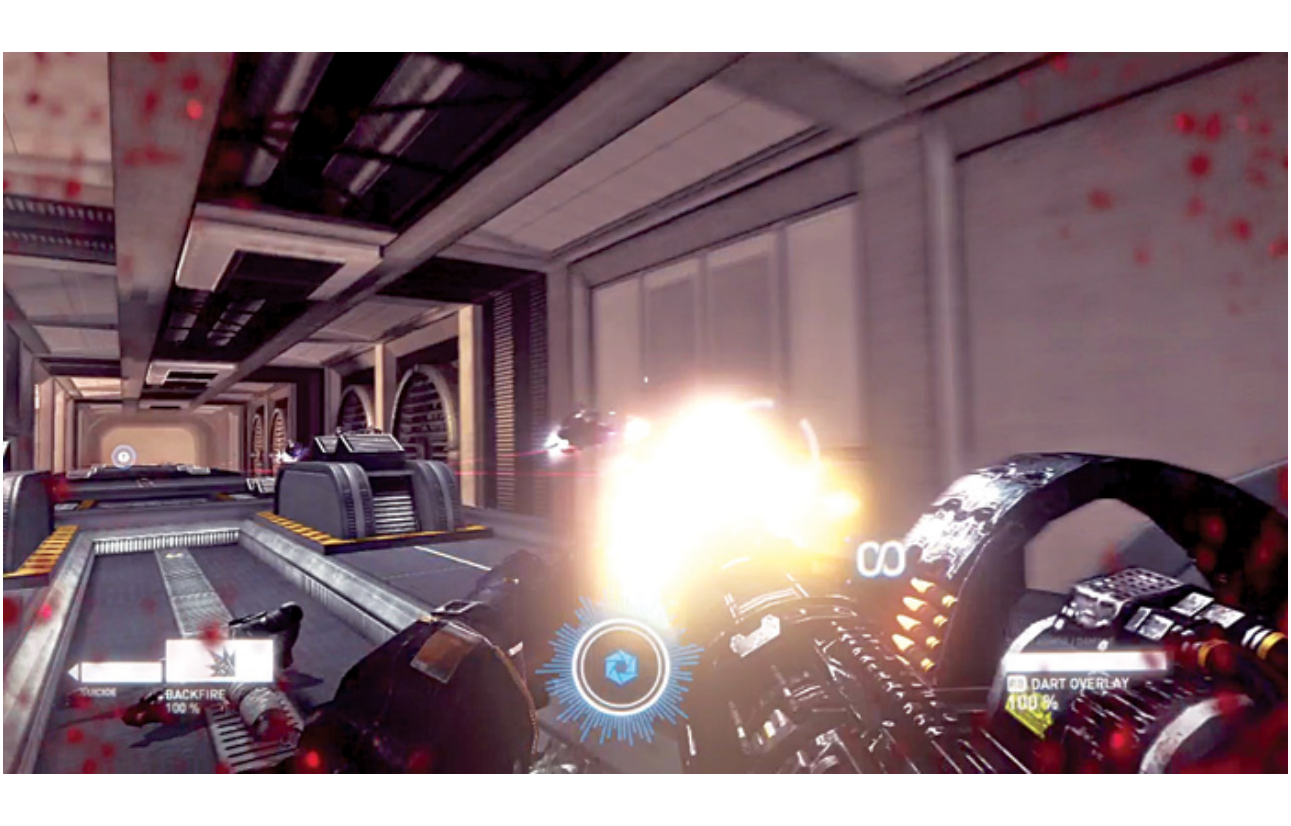
As the train starts rolling again, the platform on which you are standing rises up, taking you to the roof of the train. Several enemies are already there and need to be cleared off. Open up with the minigun to get the job done.



Watch out for more enemies to appear—this time on hoverbikes. You can either shoot at them with the minigun or breach their bikes to short-circuit the fuel cells and cause them to explode.

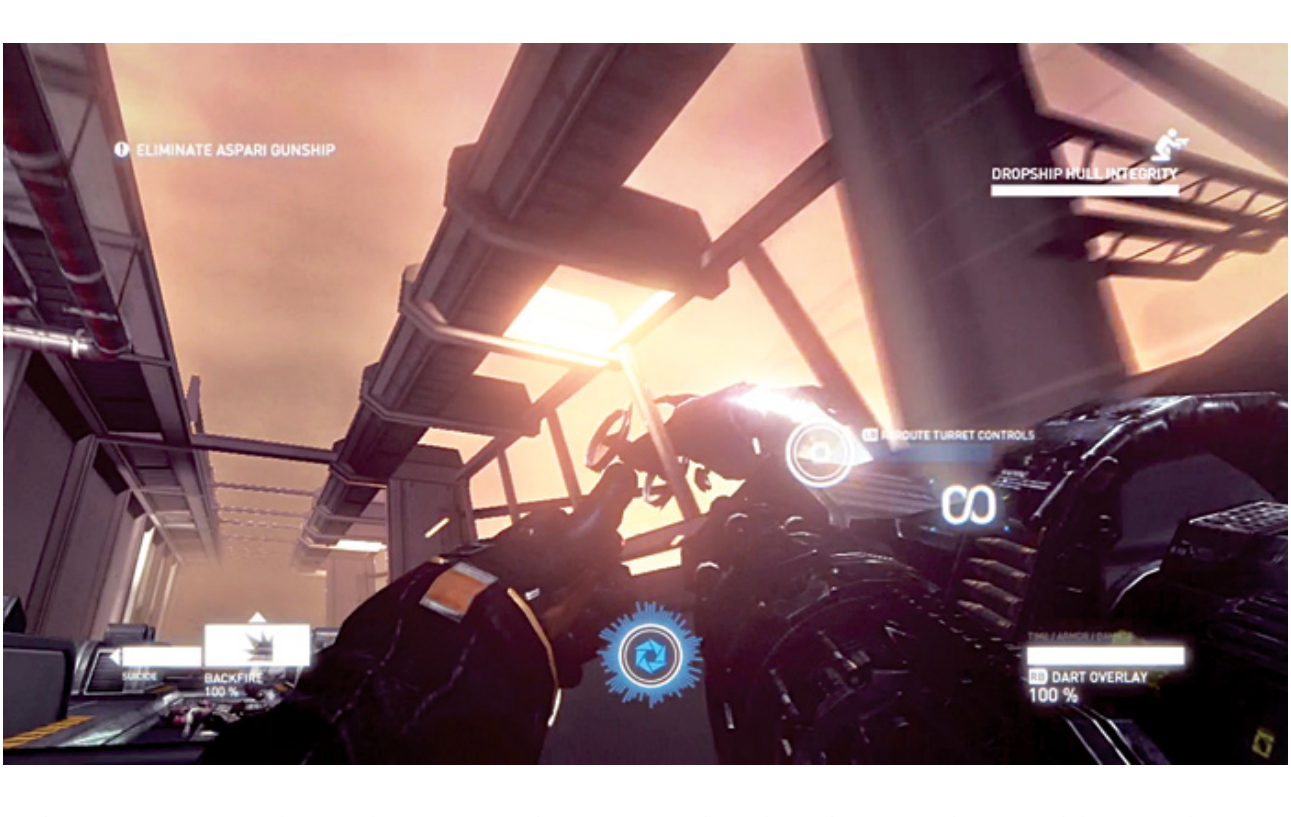


As you advance along the roof of the train to get to the main controls, you can use your breaching to activate external vents on the roof to the train. Once they rise up, use them as cover as you take on more waves of hoverbikes.

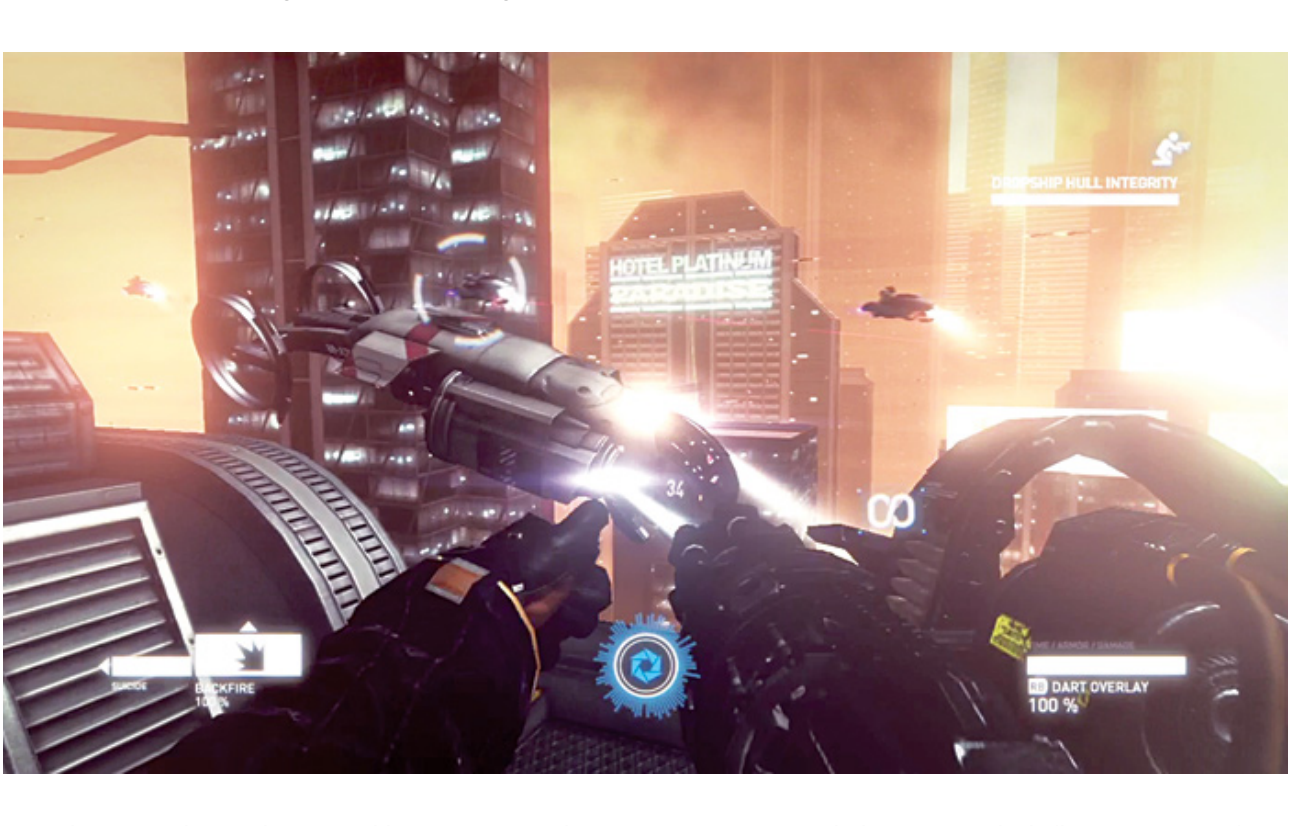


The hoverbikes approach from the front of the train. When you see the specks of light in the distance, get your minigun firing to try to take out one or two as they fly past. Then turn around toward the rear of the train and finish off the rest as they begin their attacks.

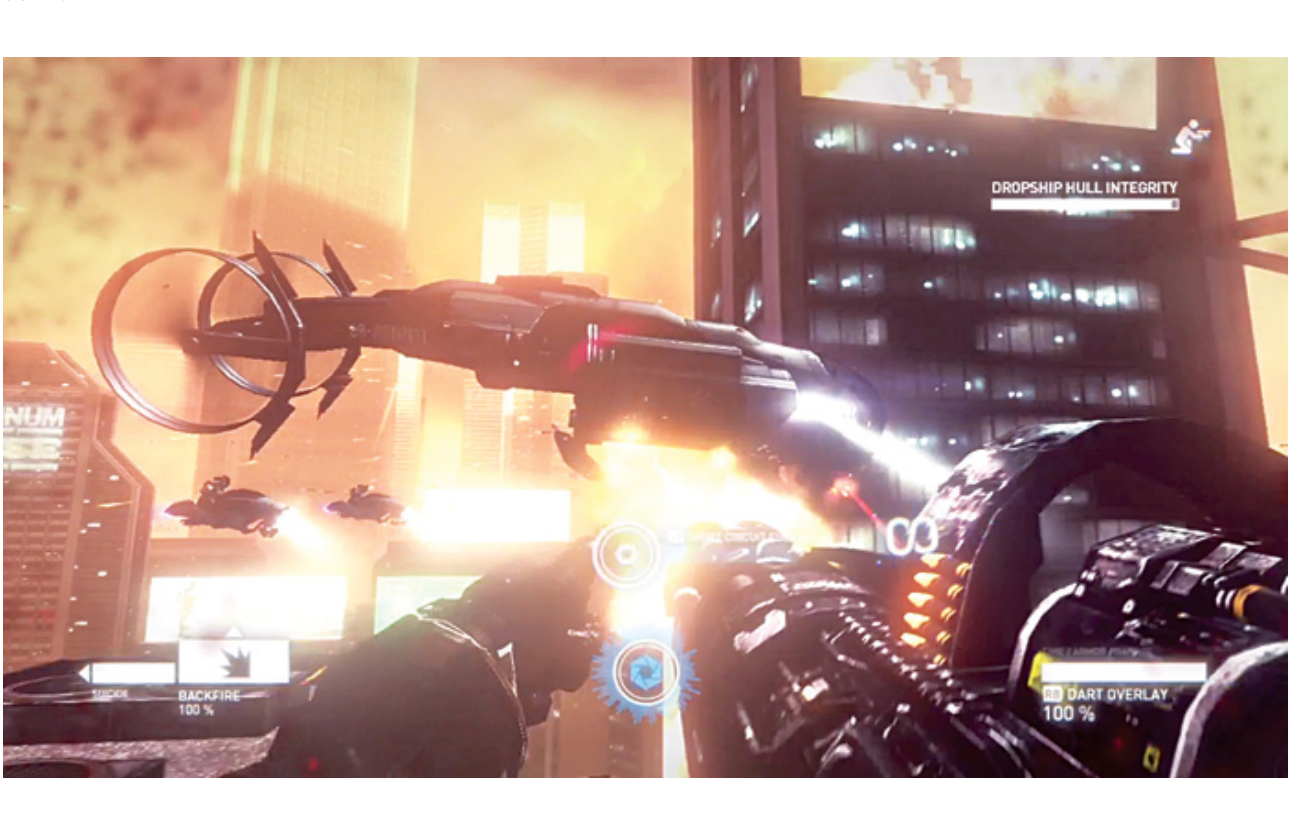
## Eliminate Aspari Gunship



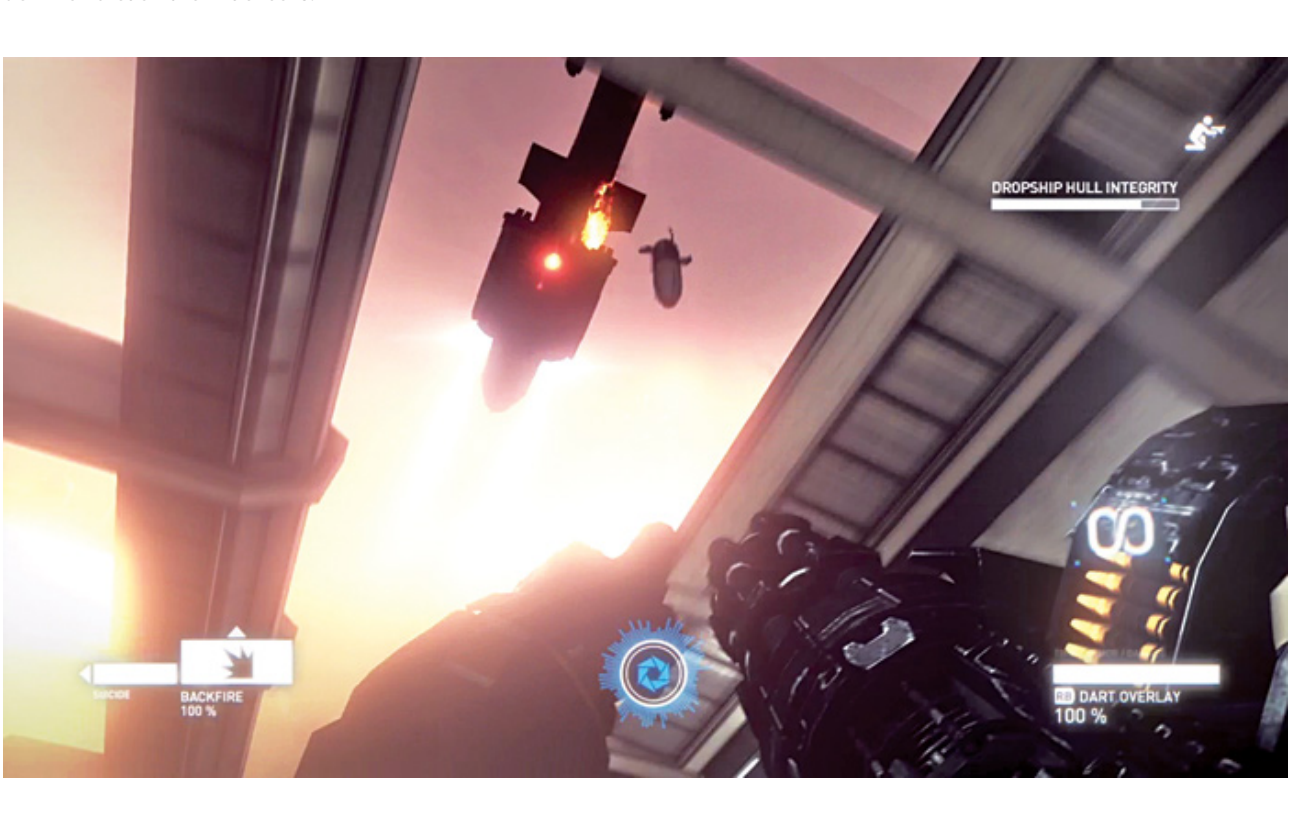
As the train emerges from the tunnel, an Aspari gunship flies over and attacks. Make sure you have raised the external vents and take cover. To stop the gunship from attacking, breach it and reroute the turret controls.

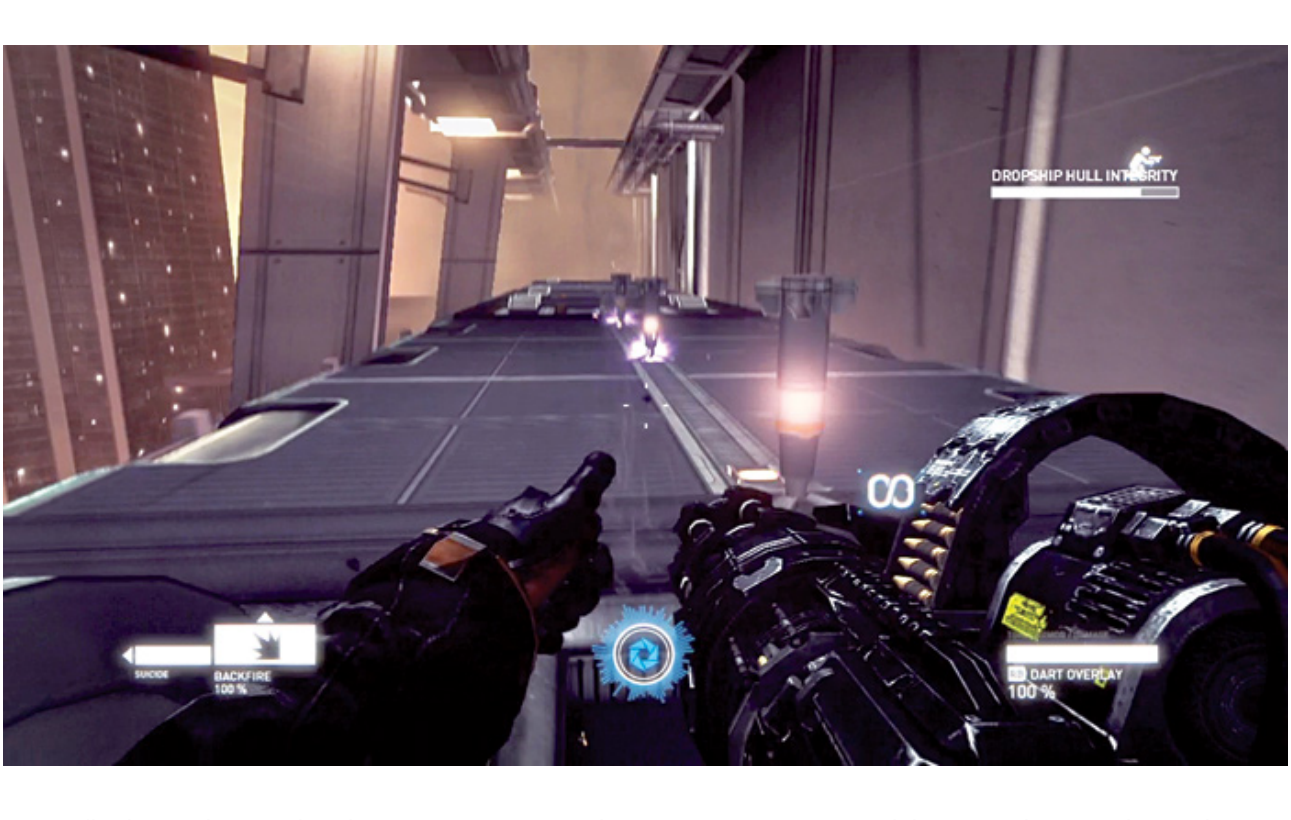


For a short time, the gunship is not able to fire at you. Therefore, open up on it with the minigun. The hull integrity meter that appears in the upper right corner of the screen shows how much damage you need to inflict on the gunship before it is shot down.

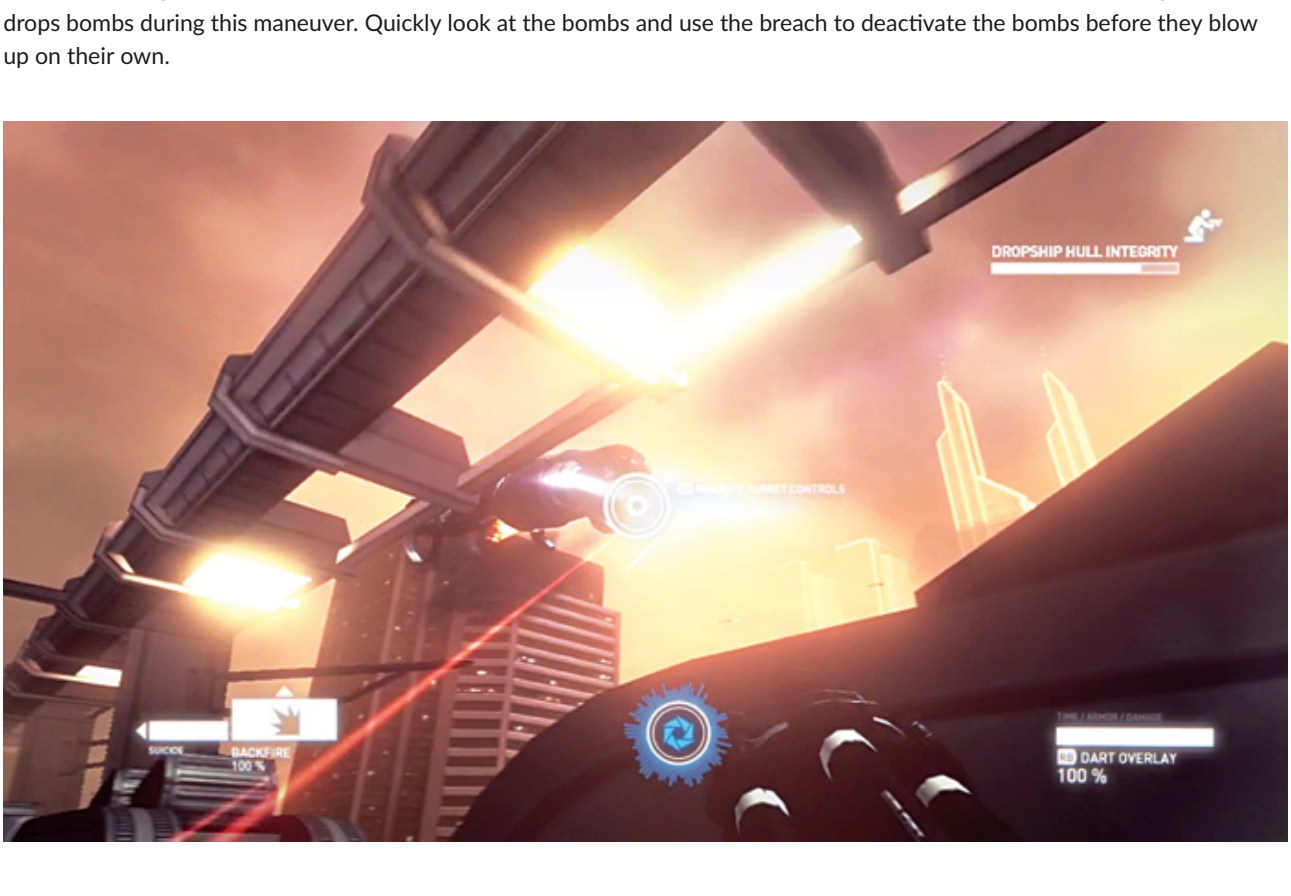


In addition to the gunship, you also have to destroy hoverbikes that fly near the gunship and fire at you. Either shoot them down or breach their fuel cells.

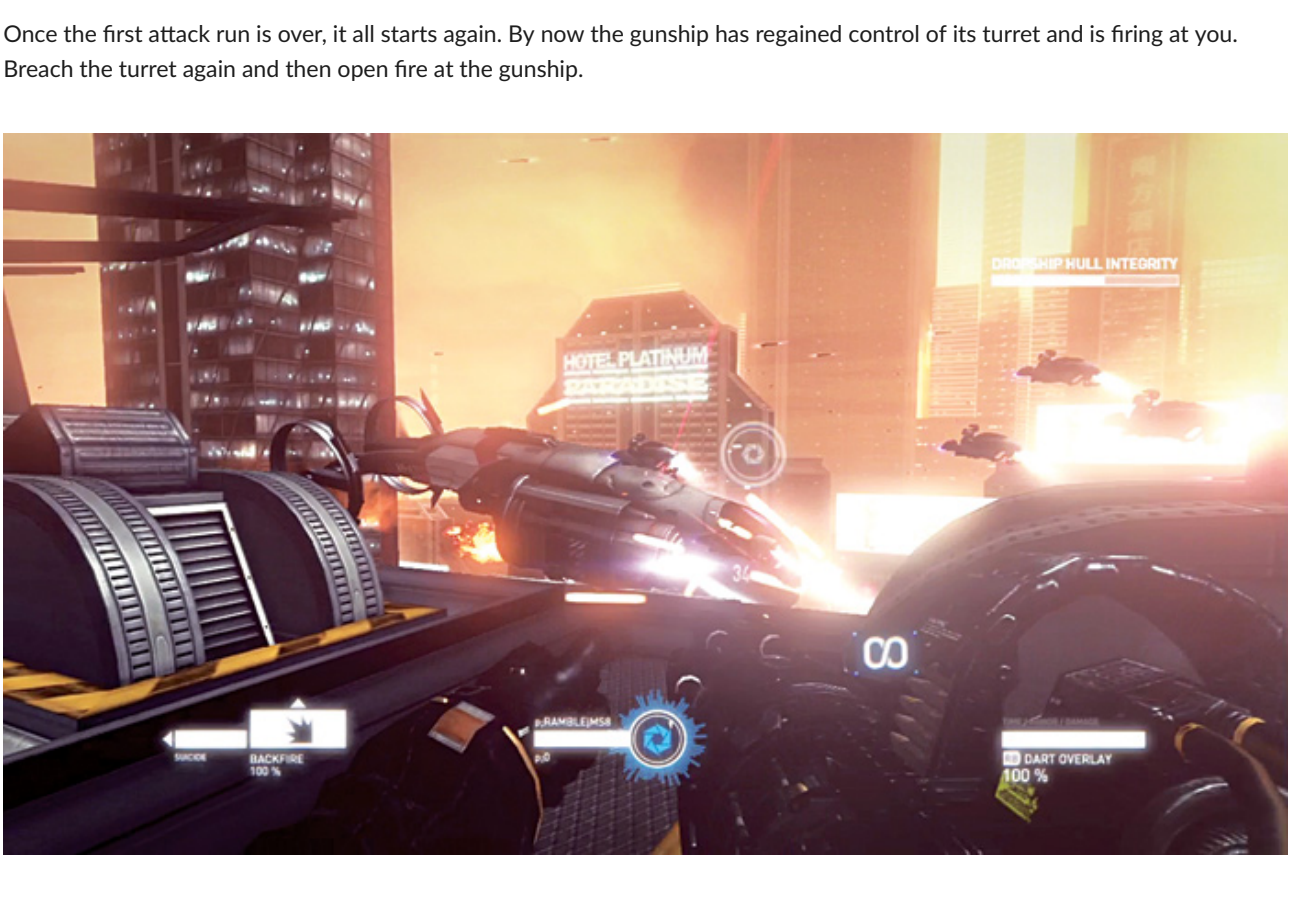




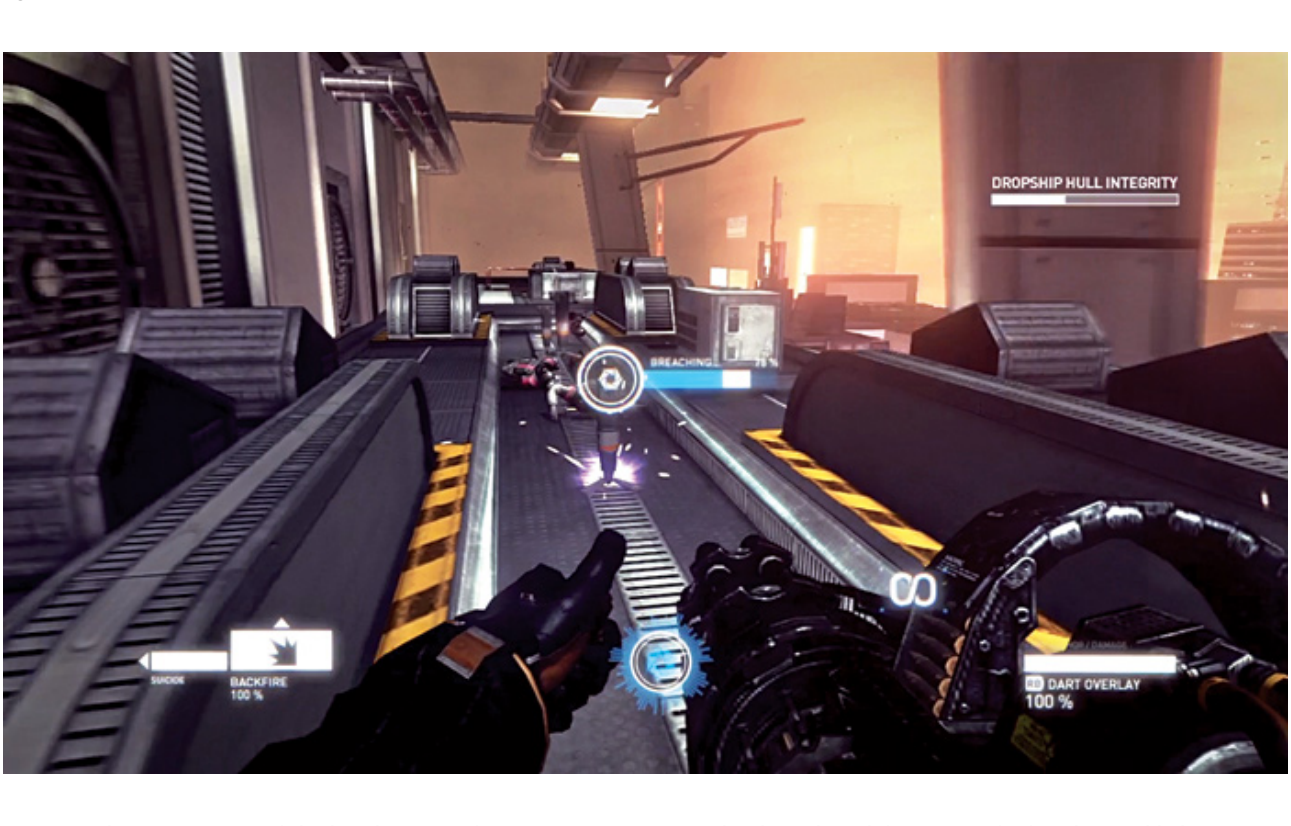
Eventually, the gunship flies directly over you. Get in some hits on it as you move toward the rear of the train. The gunship drops bombs during this maneuver. Quickly look at the bombs and use the breach to deactivate the bombs before they blow up on their own.



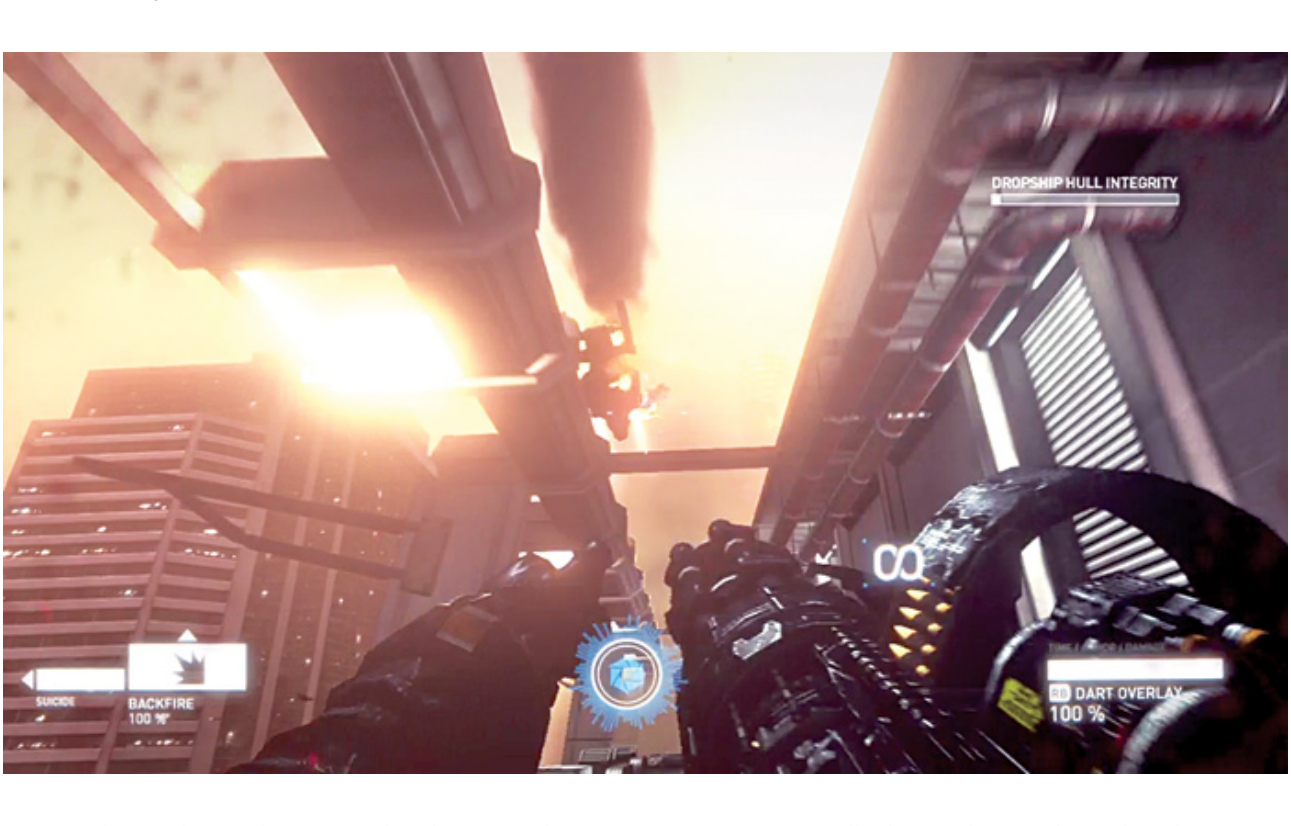
Once the first attack run is over, it all starts again. By now the gunship has regained control of its turret and is firing at you. Breach the turret again and then open fire at the gunship.



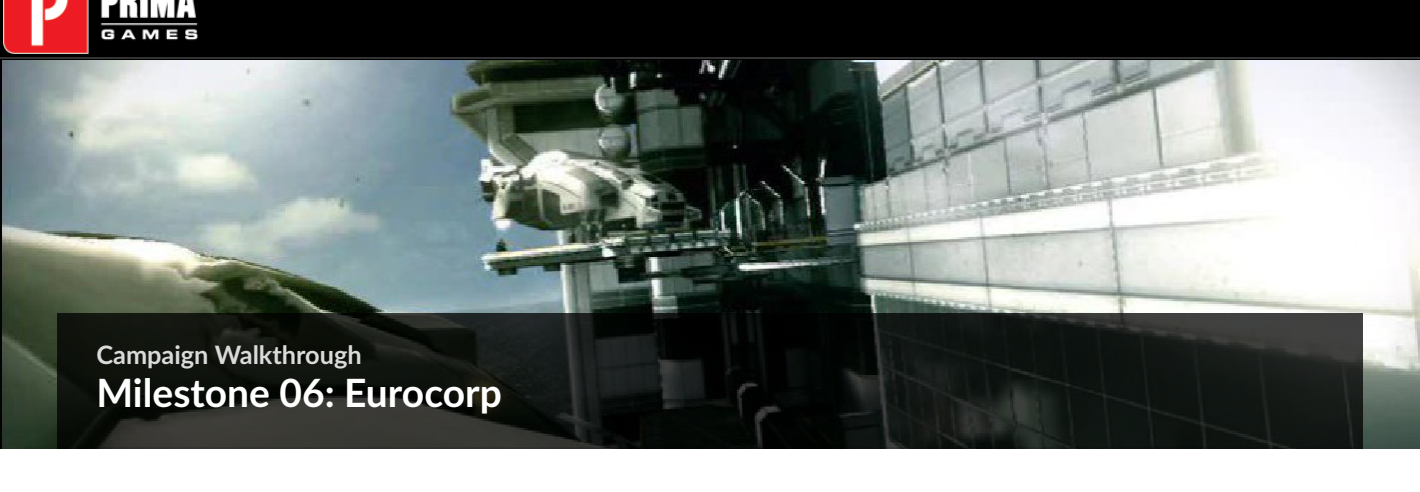
Fire at the hoverbikes along with the gunship. Keep on eye on the gunship's turret. It recovers faster so you need to breach it again.



Since you have experienced the bombing runs before, you are now read to breach and deactivate the bombs quickly before they can damage you.

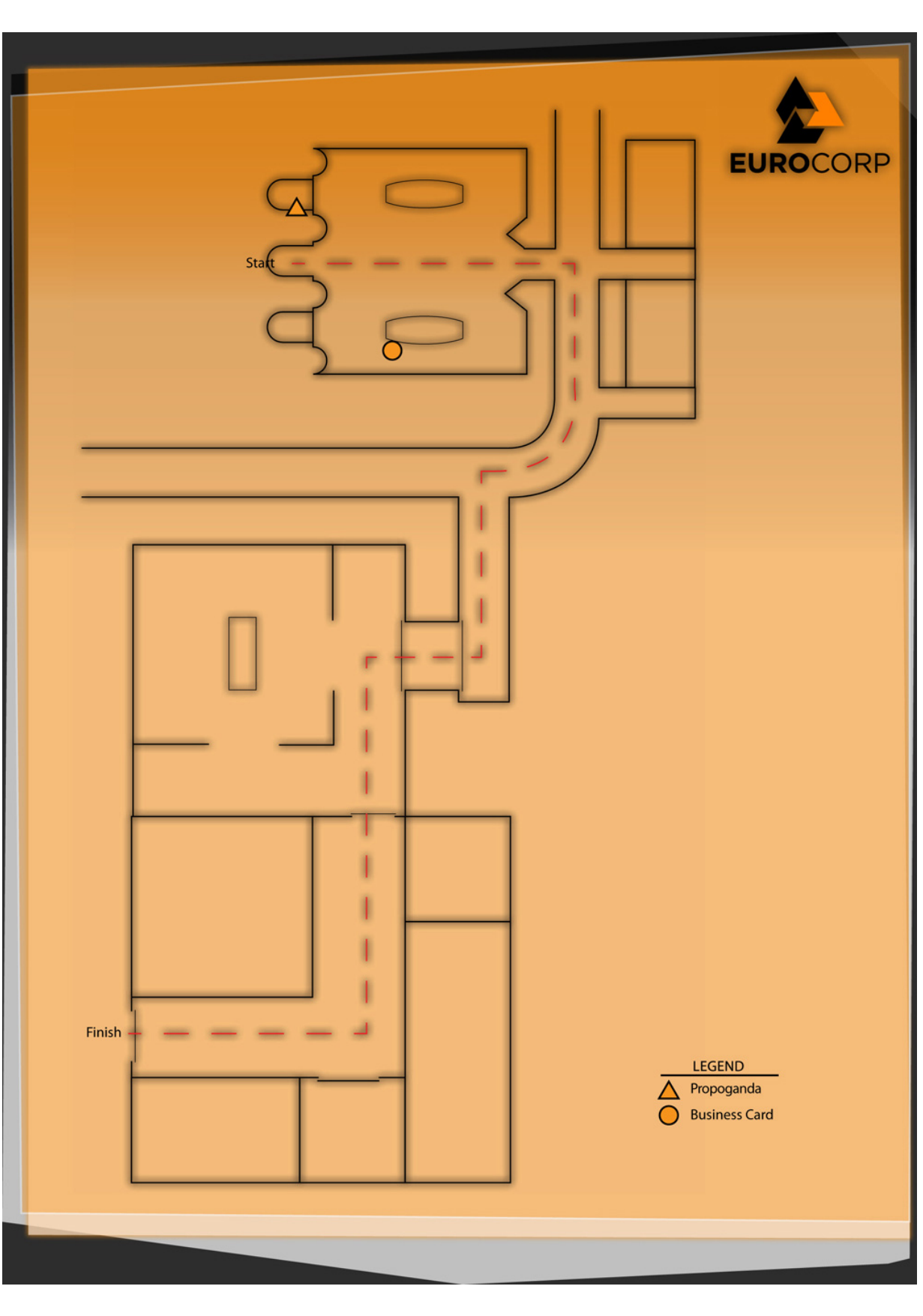


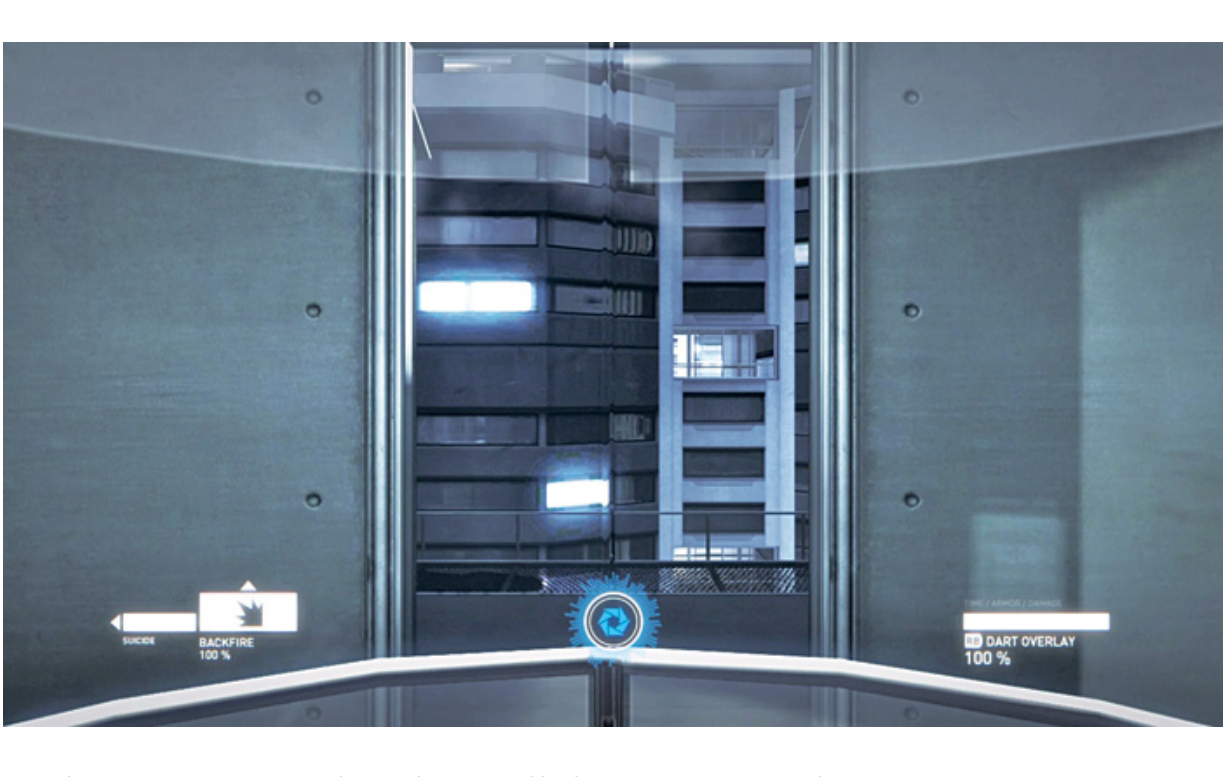
Continue hitting the gunship. It can take a lot of punishment. However, you eventually shoot it down and complete the milestone.



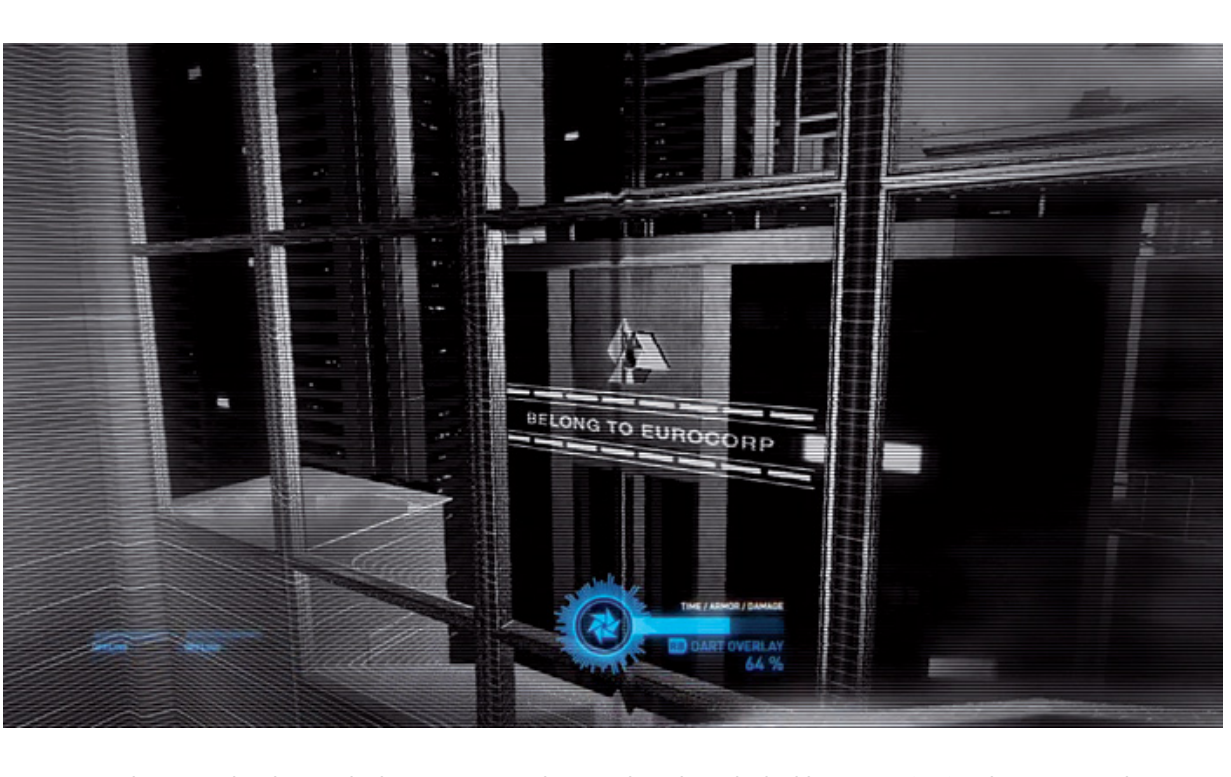
Campaign Walkthrough

# Milestone 06: Eurocorp





After the extraction from Los Angeles, you have arrived back at EuroCorp in New York City.



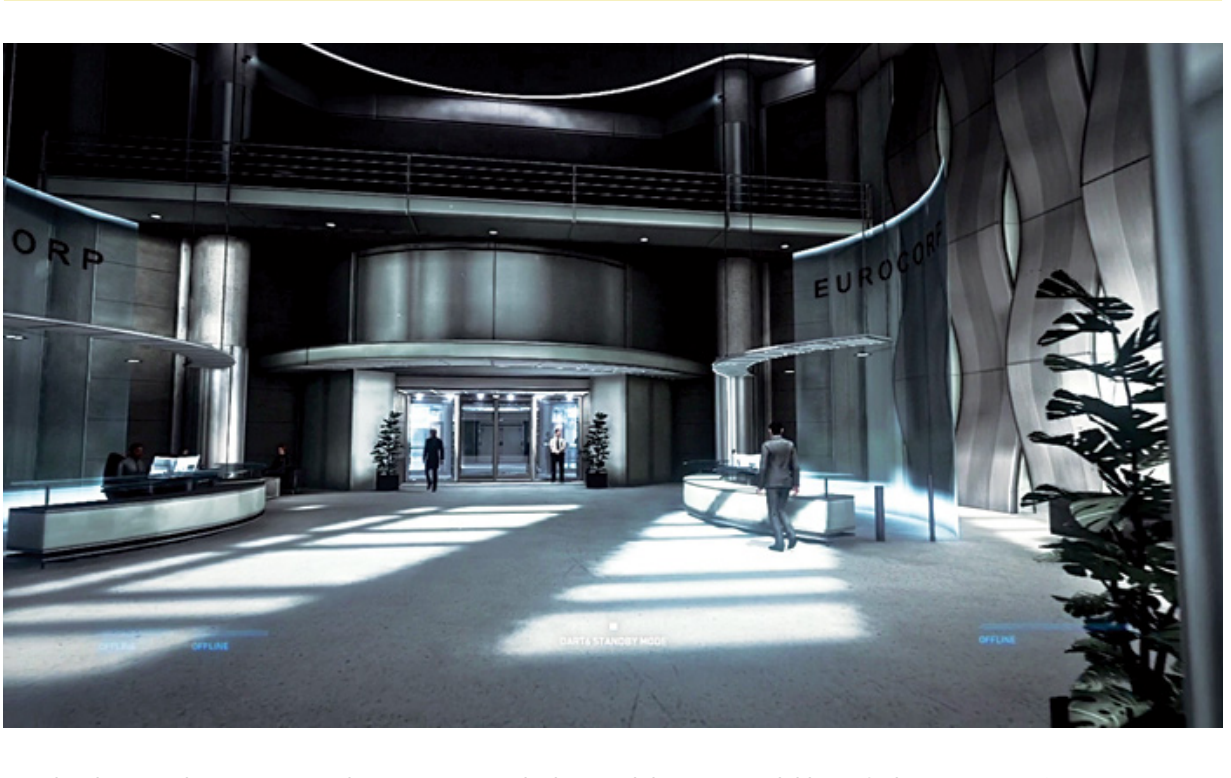
As you are riding up in the elevator, look for a EuroCorp logo on the side of the building. By activating the DART overlay, you can see the invisible propaganda.

### New Propaganda

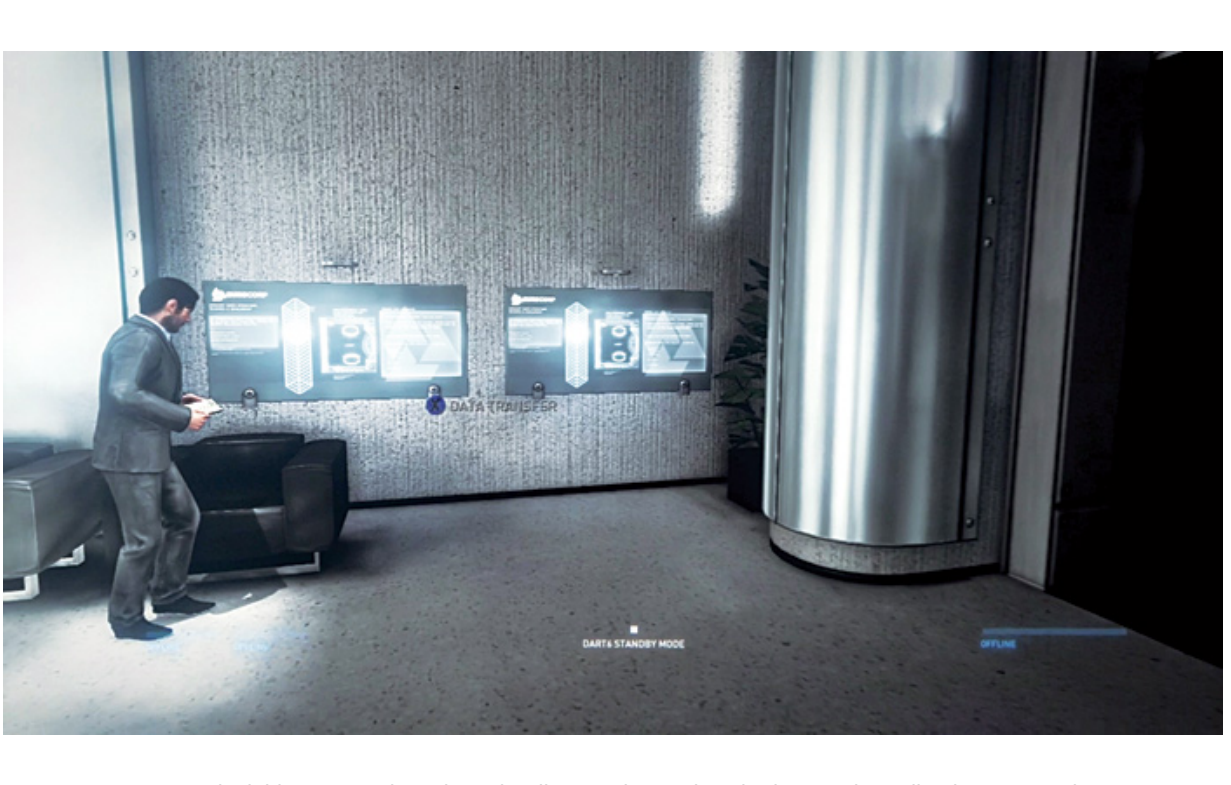
**EC:** BELONG

**"BELONG TO EUROCORP."**

—EuroCorp



Exit the elevator when it arrives at the top. Be sure to look around the EuroCorp lobby to find some information.



As soon as you enter the lobby, turn to the right and walk towards two data displays on the wall to learn more about EuroCorp.

### New Syndicate Profile

**SYNDICATE:** EUROCORP (1/2)

**/ ORGANIZATION PROFILE**

**Name** : EuroCorp
**Type** : Global Syndicate
**Center of Power** : Geneva

**EXECUTIVE BOARD**

> Ernst Berthold (CEO, Geneva)
> Michael Dahl (CFO, Geneva
> Diana Said (COO, Geneva)
> Geoffrey Hansel
> Martin Duvalier
> Selina Campbell
> Jack Denham (CEO, New York)
> Joaquin Penalver> Emily Song
> Anton Kasabian

**INTEL FEED_entry001**

/ Internal.Executive.Summary_91007_(Grade20)

Arising from a much-publicized super-merger between biotech market leader Euroline Medical and petrochemicals giant Kader Industrieen, EuroCorp was officially founded in 2017—though unofficial relationships between the R & D wing of each company reach back at least into the previous decade.

Both Euroline and Kader boasted a broadly diversified portfolio at the time of the merger, each branching out from their core business to absorb suppliers, customers and rivals alike; their market concerns had thus inevitably interpenetrated.

Given the large number of subsidiaries brought under one roof by this merger, EuroCorp can fairly lay claim to being the first ever Syndicate.

Market capitalization immediately following the merger was estimated at 7.8 trillion euros.

Attempts by European Union anti-trust legislators to prevent the merger were short-circuited through an aggressive and innovative lobbying programme //total cost 41.3 million euros; eighteen deaths; two clinically induced comas; one chemically induced mental collapse//.

EuroCorp's use of Agents in this context (though somewhat crude by today's standards) became the model for future Syndicate operations across the globe.

_additional [market.position] information available

/ entry continued

### New Syndicate Profile

**SYNDICATE:** EUROCORP (2/2)

**/ ORGANIZATION PROFILE**

**Name** : EuroCorp
**Type** : Global Syndicate
**Center of Power** : Geneva

**INTEL FEED _ entry002**

/ market.position: businesss.excerpt_05578

At the heart of the merger and EuroCorp's inception was a simple strategic understanding.

Euroline Medical had encountered substantial resistance to its biotech innovations in the United States, where religious fervor among the general population prevented a whole series of human-genetics derived products from reaching the market.

Kader Industrieen, as a major player in the oil sector, had unparalleled lobby access to the US Senate, House of Representatives, and Supreme Court.

At the same time, with a predicted decline in the dominance of oil in the energy sector, Kader was seeking new markets and applications for its organic chemistry and nano-material divisions.

The EuroCorp merger repositioned both corporations perfectly—Kader got open access to Euroline's coveted biotech patent register; Euroline got a shattered US oversight legislature and an exclusive tunnel blasted into the heart of a huge new North American market.

EuroCorp's market capitalization tripled in less than four years.

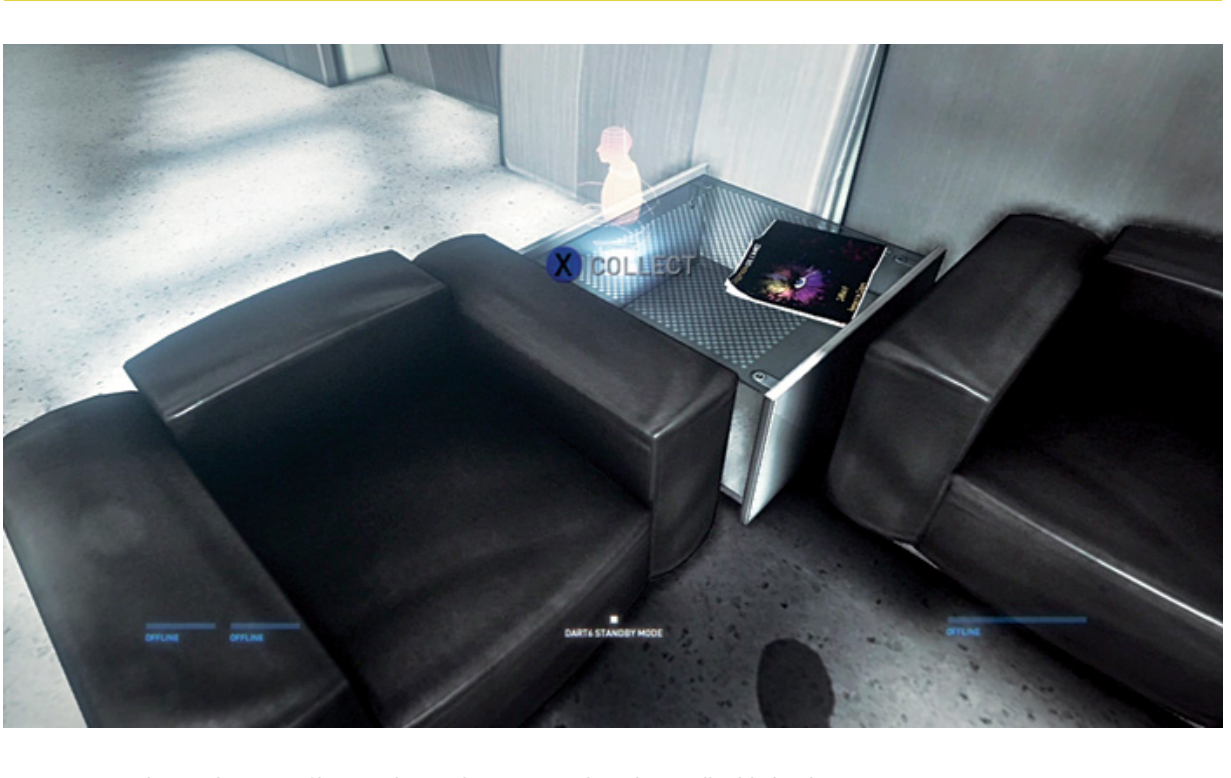
/ Intel Update 778104

Despite increasingly aggressive competitive strategies from Aspari Americas in the market zones nominally termed the western United States, EuroCorp maintains its market dominance across North America, and is set to contest Cayman Global's grip on the Central American and Caribbean sectors.

EuroCorp New York considers itself ideally placed to manage both these areas of competition and any conflicts arising as a result.

Though headquarters in Geneva remain the nominal base of operations for all EuroCorp activity, ECNY is the front line.

/ end of entry



After viewing the syndicate profile, search for a business card on the small table by the seats.

### New Personnel Log

**GEORGE KELLER**

**/ PROFILE ENTRY**

**Name** : George Keller
**Age** : 46
**Position** : Senior Manager
**Affiliation** : EuroCorp
**Clearance** : Grade 10

**LOGGED ENTRY**

/ Internal Memo: Agent Operations, EuroCorp Manhattan Complex

**TO:** Agent Operations, HR, General Manager Emil Hellstrom
**RE:** Agent Banks' behavior!

I am—AGAIN—writing in regards to Agent Banks, in the vain hope that some kind of reprimand or official censure will be forthcoming from Agent Operations.

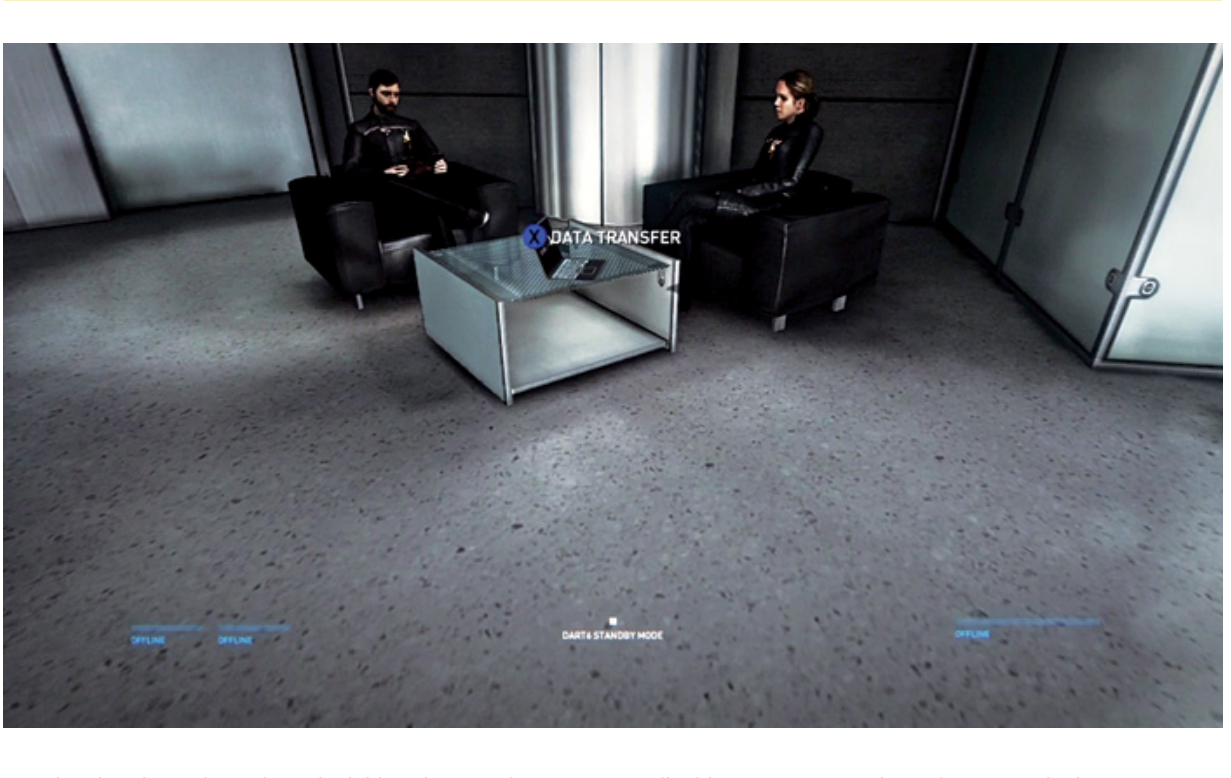
Yesterday at roughly 18:30 he apparently tossed a suspected subverter off the top of the Spire as an "interrogation tactic."

The man landed just a few feet away from a Marketing secretary who was leaving the building for the day. The poor thing was frightened out of her mind. Had she left just a few seconds earlier she would surely have been killed.

What's more, I have been told by sources who shall remain nameless that Banks has done this before, though strangely there is no mention of this in official security records.

Please see to this man and teach him the value of discretion and professionalism!

/ end of entry



Now head to the far left side of the lobby. There is a laptop on a small table near two seated people. Access the laptop to get more intel.

### New Data Intel

**AGENT OPERATIONS PROGRAM**

**/ DATA ENTRY**

**Entry** : Agent Operations Research
**Type** : Business Strategy (corporate growth, military operations)

**INTEL FEED**

/ Historical.Archive_brief: 2041

In 2041, EuroCorp initiated the Agent Operations Program, merging research in DART chip engineering, bio-genetic augmentation, cybernetics, and chemical reprogramming.

The result was a new breed of Syndicate Enforcers.

Forced enrollment of experienced veterans was approved by EuroCorp Board of Directors.

After the evaluation process, surviving subjects were chipped and engineered into unique operatives. They became customized Agents, controlled by the Syndicate.

/ Historical.Archive_brief: 2055

EuroCorp unleashed their first operative teams in 2055, striking at all competing Syndicates and claiming market shares in Europe, North Africa, and mainland China.

This triggered an arms race, where Agents became the prototypes for the most advanced research conducted by each Syndicate.

/ Historical.Archive_brief: 2057

In May 2057, competing Syndicates Aspari and Cayman Global, both released chipped Agents in military operations.

/ Historical.Archive_brief: 2064

The DART 5.0 chip was released in November 2064. With the new DnDP meldware protocol, consumers experienced unsurpassed connectivity to the dataverse.

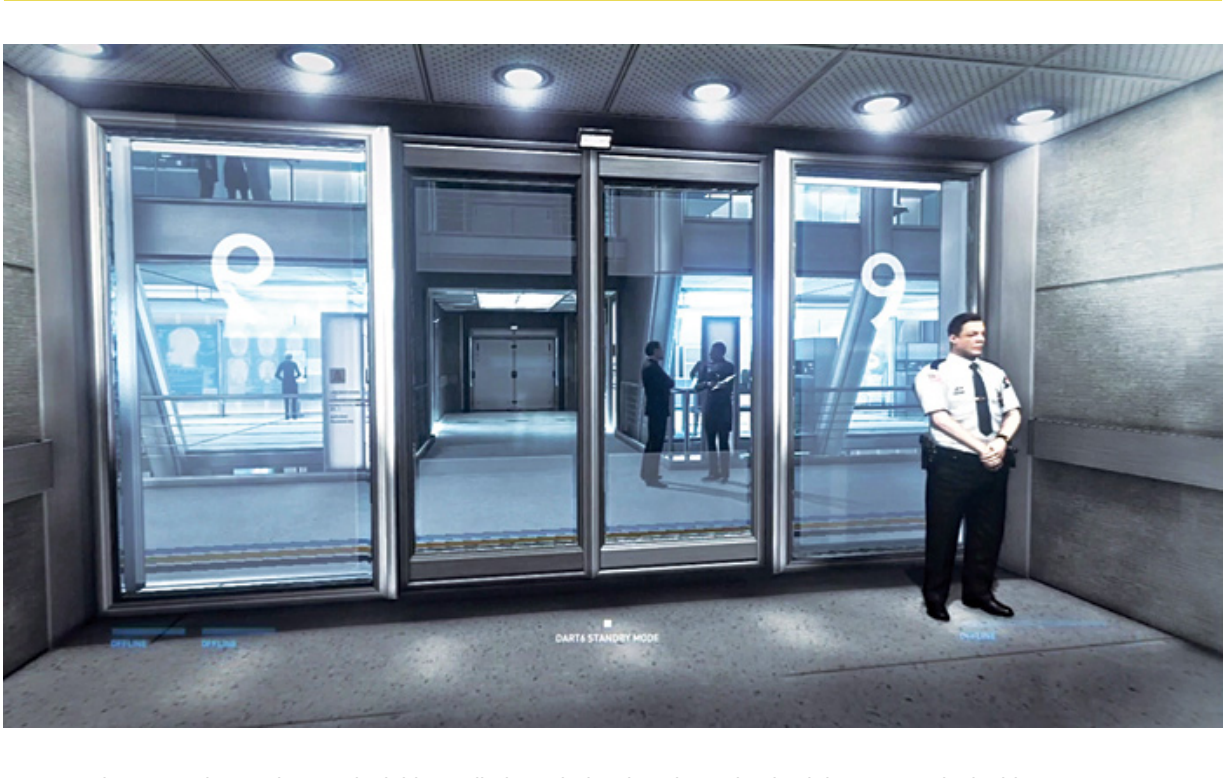
Calculated figures were diminished in relation to the actual sales and EuroCorp recruited 26.4 million consumers in less than two weeks from initial release.

Fitted with EuroCorp's militarized DART 5.1 chipset, a whole new line of Agents were released to counter any hostile attacks from the weakened Syndicates.

/ Historical.Archive_brief: 2069

The DART 6 chip has been released to consumers in North America, southern Europe, and selected regions of Indo-Asia.

/ end of entry



Once you have found everything in the lobby, walk through the glass doors that lead deeper into the building.

Walk up to Jack Denham and you automatically begin a walking conversation with him. As he is talking, look around to take in as much information as possible.

As you watch what is going on behind the glass windows, you gain new intel.

### New Data Intel

**LEONARDO DEVICE (AVU 1.0)**

**/ DATA ENTRY**

**Entry** : Leonardo—Agent Vitality Unit 1.0
**Type** : Agent Operation (tech, medical)

**INTEL FEED/ trauma.rejection.unit: Truan Project**

During the Agent Operation Program, initiated by EuroCorp in 2041, test subjects experienced stress-induced relapses and tissue breakdown, rendering over 80% of the accepted stock useless.

The former chief-scientist of Euroline Medical's Leon RD facility in Neu-Hessen, Prof. Gabriel Truan (68), was brought out of retirement and moved to EuroCorp's BlackTen research station in Milford-Syracuse.

The confirmed budget for the project was 350 billion dollars.

The first prototype, dubbed "Leonardo," was used in clinical trials on Agents 2043 to 2044.

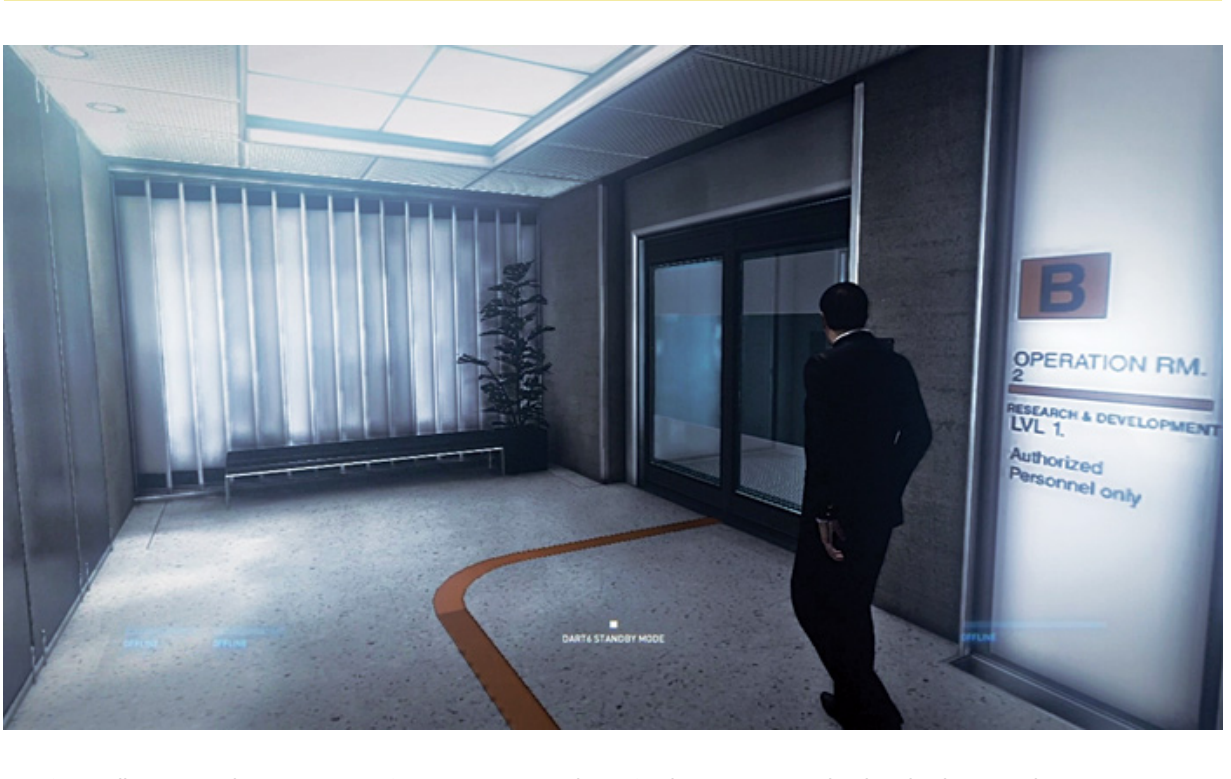
It introduced customizable immune system protocols and desensitized natural reactions of the adrenal gland processor, which had previously proved hard to implement with high conversion efficiency.

In August 27, 2051, Prof. Truan was killed during a covert attack on the BlackTen station.

The hostile operatives were apprehended, but no trace was discovered of their apparent allegiance. Five were unchipped and three carried heavily modified black market meldware.

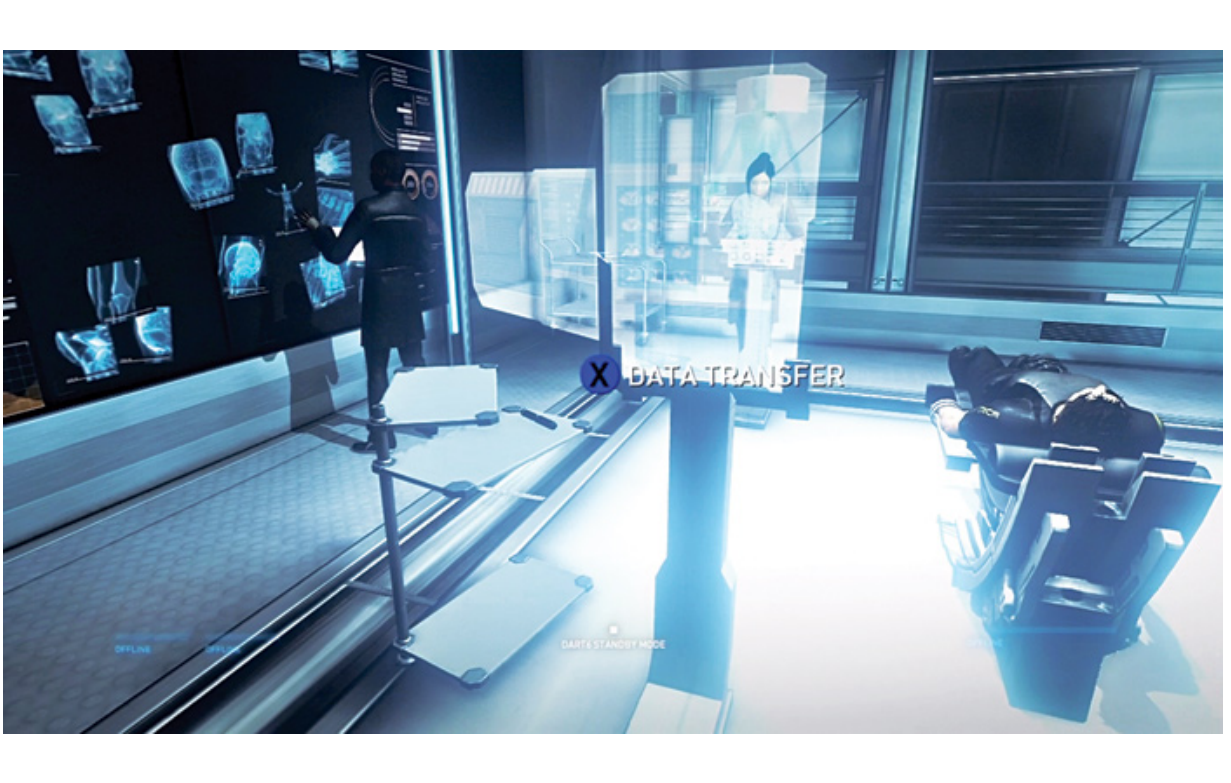
The Milford-Syracuse BlackTen research station was officially closed down and three prototype devices, with limited operating capacity, were introduced into the Agent Operations Program.

/ end of entry



Continue following Denham into Operation Room 2. Press the action button to open the door leading into the room as Denham expresses his concerns about Lily's involvement with Aspari.

Lily is working on Agent Merit to repair the damage inflicted by the Aspari Agent in Los Angeles.



While Denham is talking to Lily, look around the room. There is a terminal near Merit's head where you can transfer some data to your chip.

### New Data Intel

**DART V6:** CHIP MELDWARE

**/ DATA ENTRY**

**Entry** : DART v6, EuroCorp Chip Meldware
**Type** : Agent Operation (tech, extended tactics)

**INTEL FEED**

/ Research.Log 31124-2069

The latest iteration of the EuroCorp Biotech Division's most daring AI project to date; the "Datascape Access and Re-Tool" chip.

Led by EuroCorp's Lead Biotech Engineer, Dr. Lilian Drawl, the architecture for the consumer DART chip has been reconstructed to incorporate militarized functionality and the latest generation of adaptable AI.

DART 6 incorporates personality with fully integrated empathic feedback through a direct-to-user interface and seamless dynamic learning algorithms as well as military grade augmentations, allowing for wireless chip to chip breaching and environmental sub-system hacking.

/ Memo_Meldware.features

Augmented Reality Data: Real-time information on real-world elements transposed into your 3D field of view.

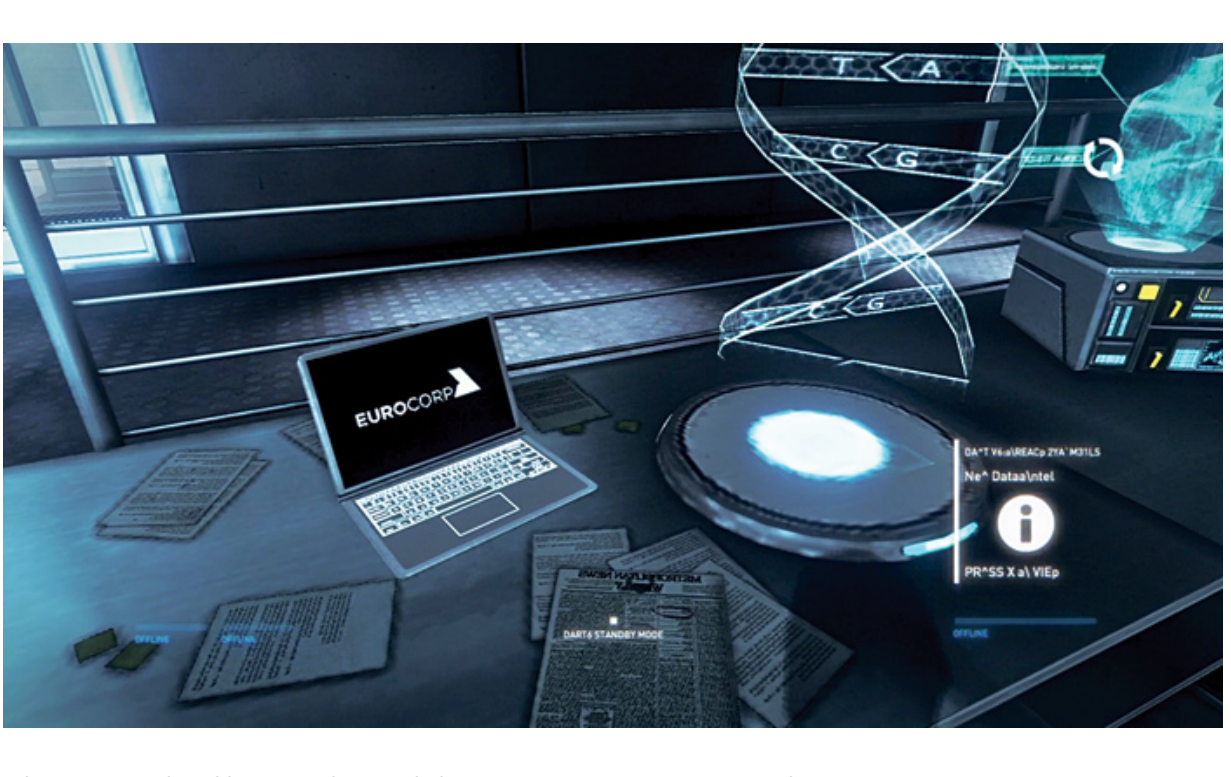
DART Propriety AI: Designed to read all available data and provide real-time voice updates and advice to the user.

DART Scanning technology: Where available, detailed schematics and data on mission specific objects can be accessed via chip interface.

Chip to Chip breaching: Basic functionality includes malicious weapon hacking with potential for catastrophic chip breaches resulting in psychosis-induced self-destruction and enforced defection.

/ Extended logs available: see AGENT OPERATIONS Database(subject 1136-0878 Miles_Kilo)

/ end of entry



A laptop sits on the table next to the DNA hologram. Access it for some more intel.

### New Data Intel

**DART V6:** BREACH PROTOCOLS

**/ DATA ENTRY**

**Entry** : DART Communication Protocols
**Type** : Agent Operation (tech, communication)

**INTEL FEED**

/ Breaching_Communication.Protocols

The chip firmware utilizes a series of communication protocols to interface with surrounding connection points.

DCP_"Direct-Connection Protocol": An instant-access interface used for unprotected consumer-chip node interaction.

iSRP_"internal System-Reconfiguration Protocol": Provides direct communication between the chip and the user's internal system enhancements, like cybernetics and organs with bio-receptors.

It also provides the user with a partial control over brain activity.

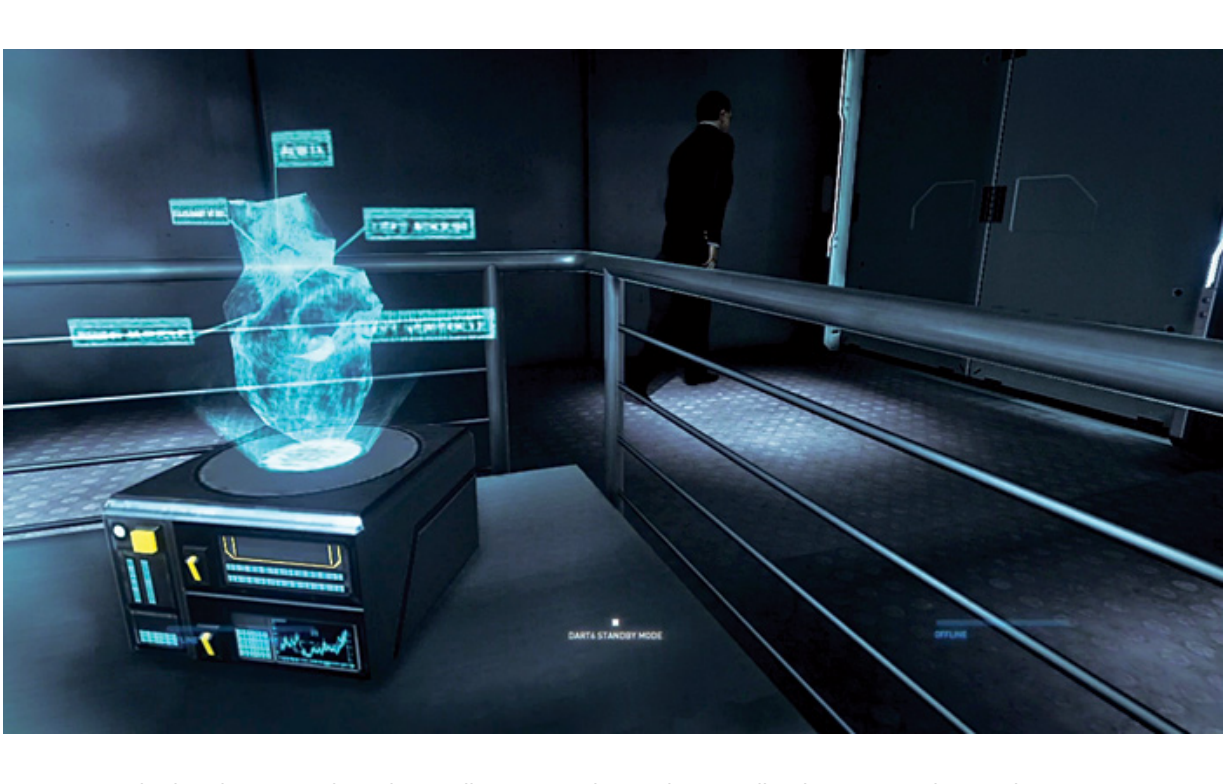
DnDP_"Direct neural-Disruption Protocol": Enhanced with infiltration software and firewall disrupters, this military interface is built to crack through chip defenses and take control of the target's systems.

ePBP_"enhanced Pair-Bond Protocol": An upgraded version of the PairBond protocol, used by EuroCorp for Agent chip-link support systems.

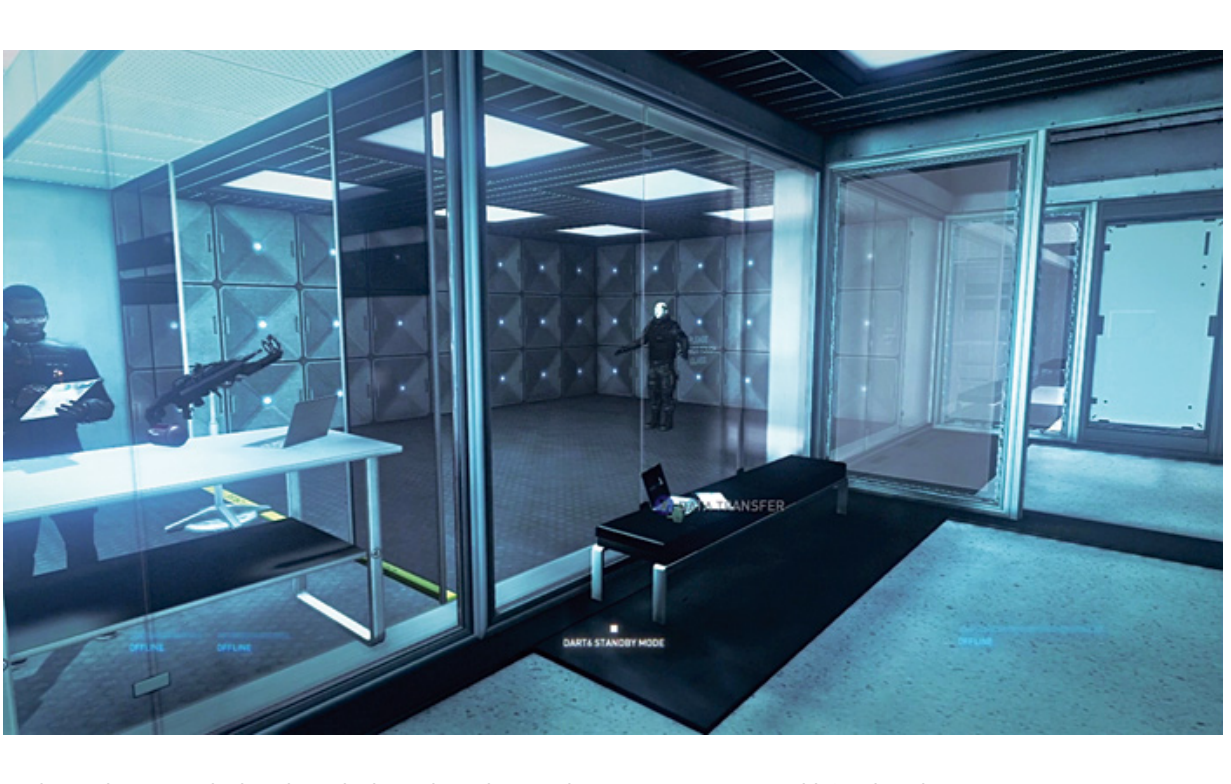
The enhanced version appeared almost simultaneously from EuroCorp, I.I.A., and Aspari, but has not yet been used in any reported field tests.

/ end of entry

"While you are looking around, Agent Merit crashes. Lily calls you over to help. Press the action button to hold Merit still while Lily gives the agent an injection to start his heart beating again.



Once Merit is back on his feet, Jack Denham walks over to a door and exits. Follow him out into the corridor.



Look for a laptop on the bench on the left side of the corridor. Access it for some additional intel.

### New Corporation Profile

**EUROCORP:** ACCELLE-SYS

**/ ORGANIZATION PROFILE**

**Name** : Accelle-Sys Industries
**Affiliation** : EuroCorp
**Activity** : Telecom, Military Armament and Application

**INTEL FEED**

Originally a communication hardware firm from the British isles, Accelle-Sys adapted to the growing unrest in Europe.

The company initiated a strategic merger with German-based Dieklin Russ GmbH in 2013, foraying into the field of weapon production and projectile research.

The newly formed weapon manufacturer focused on developing heavy-duty weaponry, with high operational quality in extreme climates, using a patented EasySwitchTM maintenance system.

After the death of the company's CEO and Development Manager, Accelle-Sys was incorporated into Kader Industrieen's corporate sphere in 2016.

The takeover came out of Kader's need to protect their oil and energy investments in Algeria and Morocco.

As EuroCorp was formed in 2017, Accelle-Sys became the primary R & D and production pipeline for the Syndicate's armament.

Further growth came from the hostile takeovers of the European and North African research corporations Fedele Marittimo S.p.a. and Rommelin Manufacture.

Accelle-Sys has been involved in multiple legal actions regarding corporate espionage and unfair business conduct, but has never been convicted in a court of law.

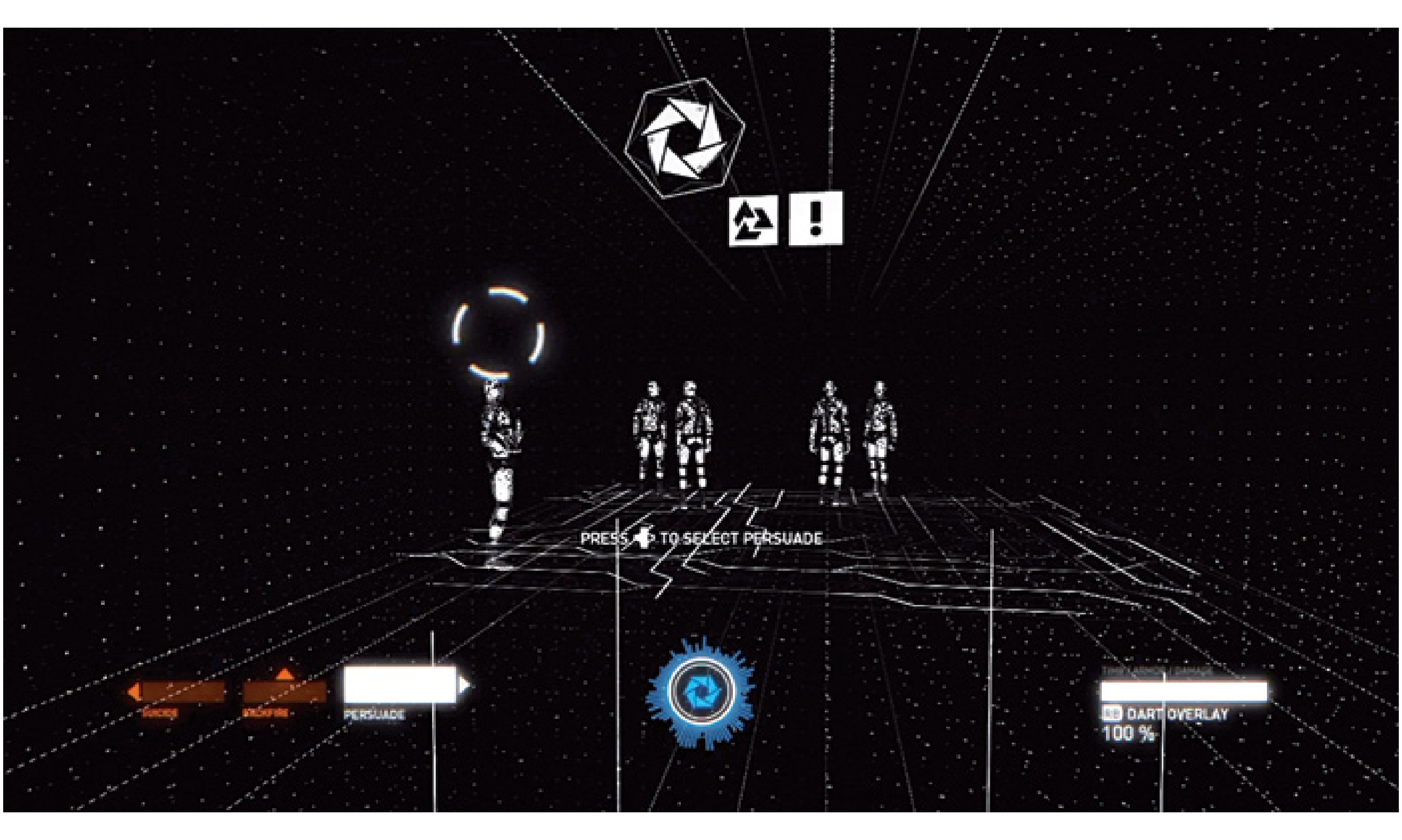
/ end of entry

Walk up to Denham and he gives you a new assignment. Agent Merit and you are to conduct surveillance of Lily. You must also keep her out of hostile hands.

Follow Denham into the elevator to finish the conversation.

Campaign Walkthrough

# Milestone T2: Persuade


PRESS TO SELECT PERSUADE
SUICIDE
BACKFIRE
PERSUADE
DART OVERLAY
100 %

A new breach app has been uploaded to your chip. In order to learn to use it, a training and challenge exercise has been created in the dataverse.

### New Breach App

**APP:** PERSUADE

**/ AGENT OPERATIONS MANUAL**

**Entry** : Application mechanics (Persuade)
**Category** : OFFENSIVE
**Type** : Chip functionality, DnDP Application prototype firmware update
**Energy** : Grade 3, High energy consumption

/ Firmware.System.Merge

DART firmware has been updated. Prototype Application software protocol enabled. Persuade Application has been merged with main processor and subsystems.

**FUNCTIONALITY**

**Selection** : Press the breach mode 3 button to select Persuade Application.
**Breach** : Hold the breach button when target has been selected to initiate breach. Continue until end of breach bar or release at breach spike area for a successful breach.
**Additional** : Make target enemy into ally. Maximum Persuade duration is 20 seconds.

**INTEL FEED**

Application DnDP link dominates target enemy, forcing it to become your ally for as long as the breach subroutine can sustain the hacked system.

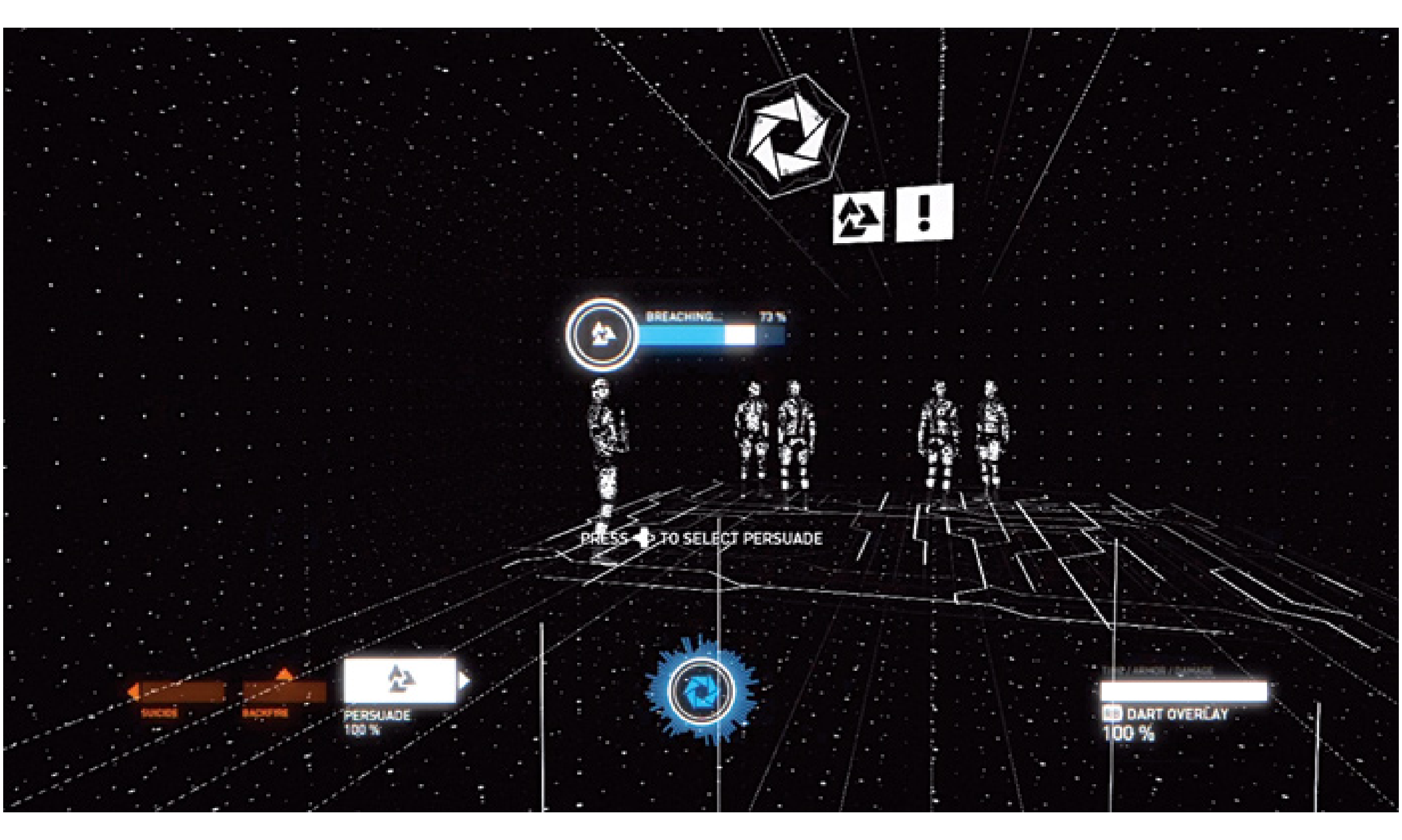
The new asset will attack any enemy in the area. When the breach subroutine exerts itself, the target system will shut down, resulting in the asset killing itself.

Should the asset be unable to spot someone to attack, the breached system will shut down, also resulting in the asset killing itself.

/ Extention.tac: decoy

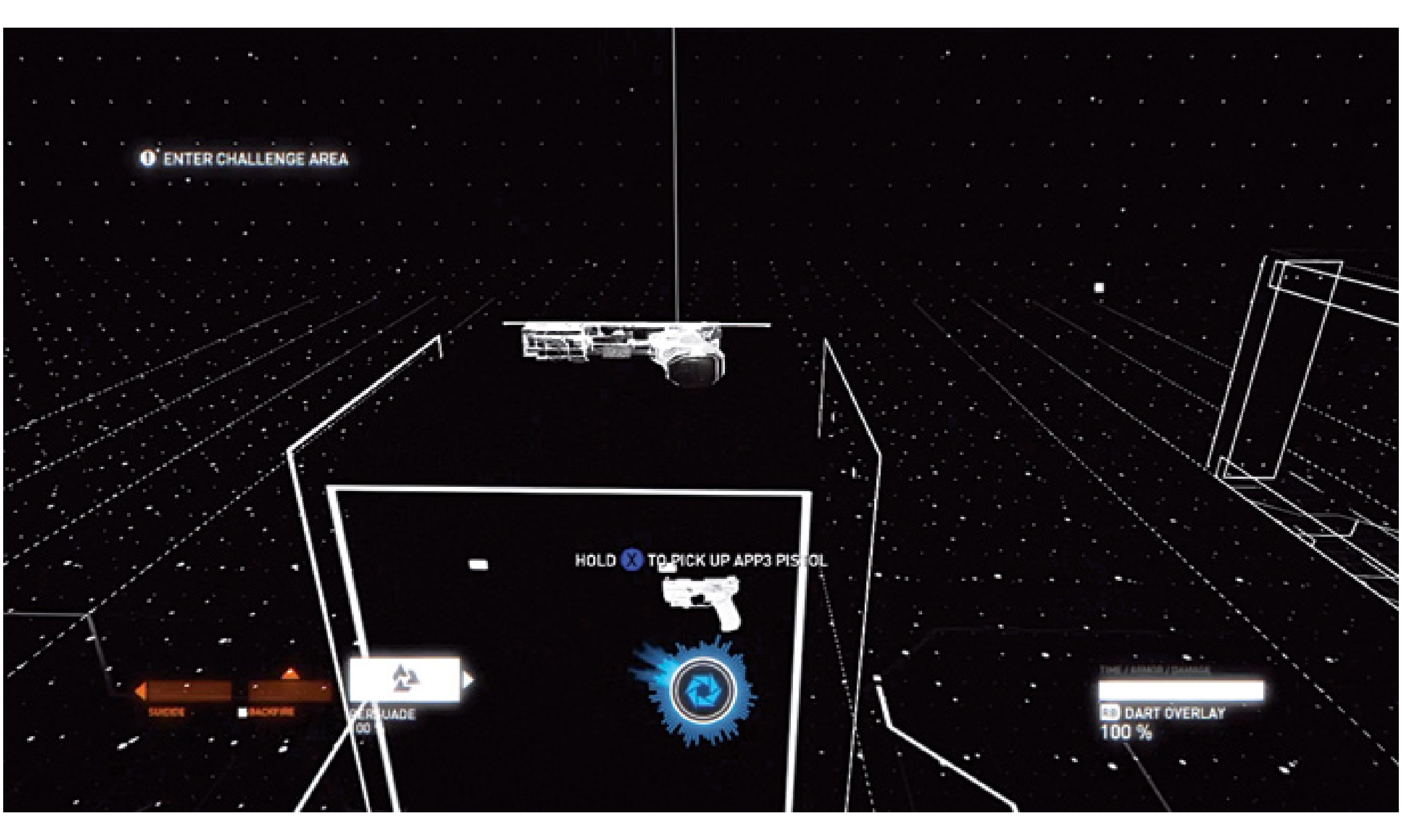
Other enemies will notice the Persuade switch and may start attacking the new asset, making it an excellent decoy.

/ end of entry


BREACHING... 73 %
PRESS TO SELECT PERSUADE
SUICIDE
BACKFIRE
PERSUADE
100 %
DART OVERLAY
100 %

Once you enter the training, select Persuade and then hold down the breach button to observe its affects. The target begins firing at the other enemies and once they are neutralized, commits suicide.

## Enter Challenge Area and Protect the Courier

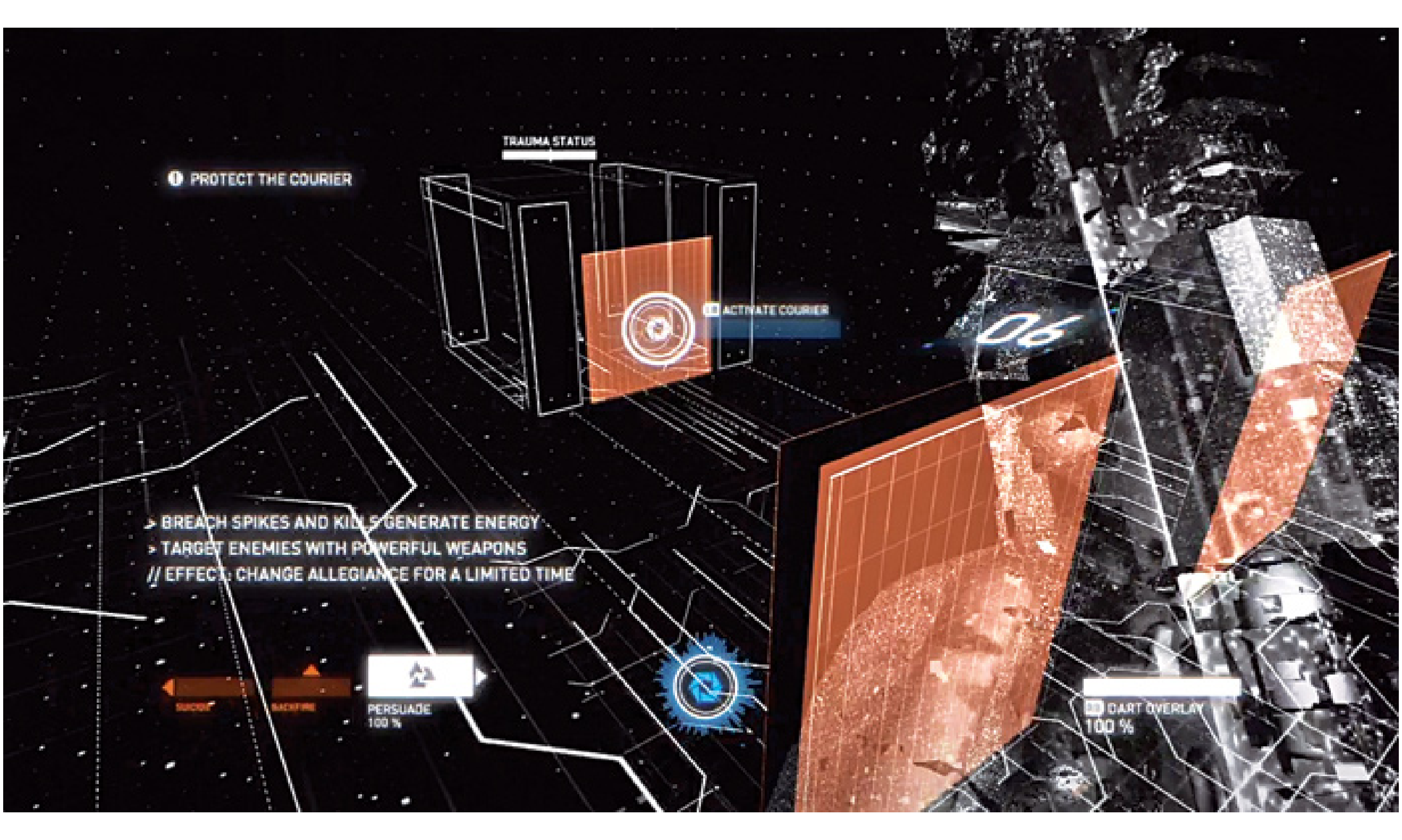

ENTER CHALLENGE AREA
HOLD X TO PICK UP APP3 PISTOL
DART OVERLAY
100 %

Move forward into the challenge area and pick up the APP-3 pistol. This challenge exercise combines the use of firearms the Persuade app.

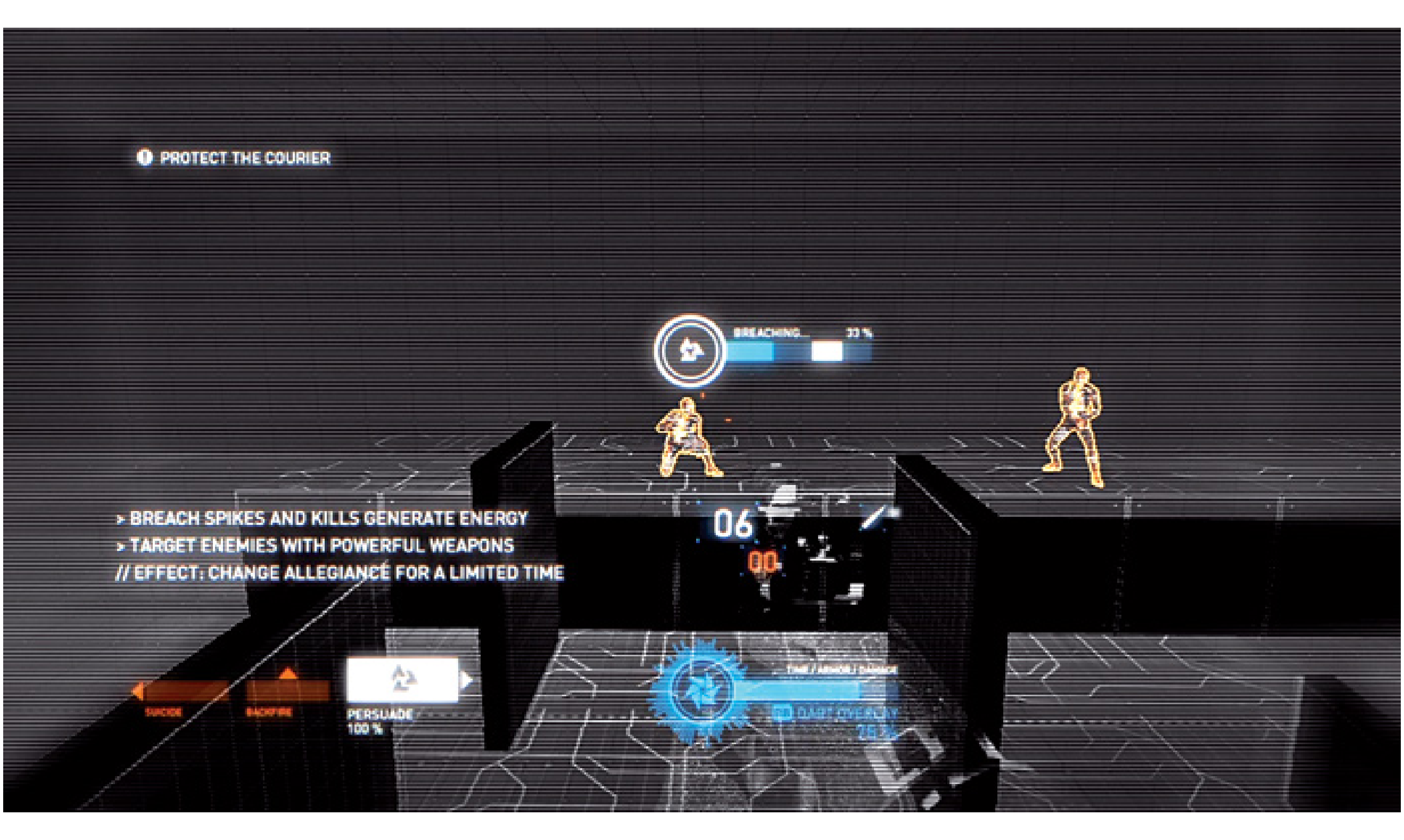
You must use both to eliminate enemies so a courier can move through the area without receiving too much damage. You have only six rounds for your pistol, so make your shots count.

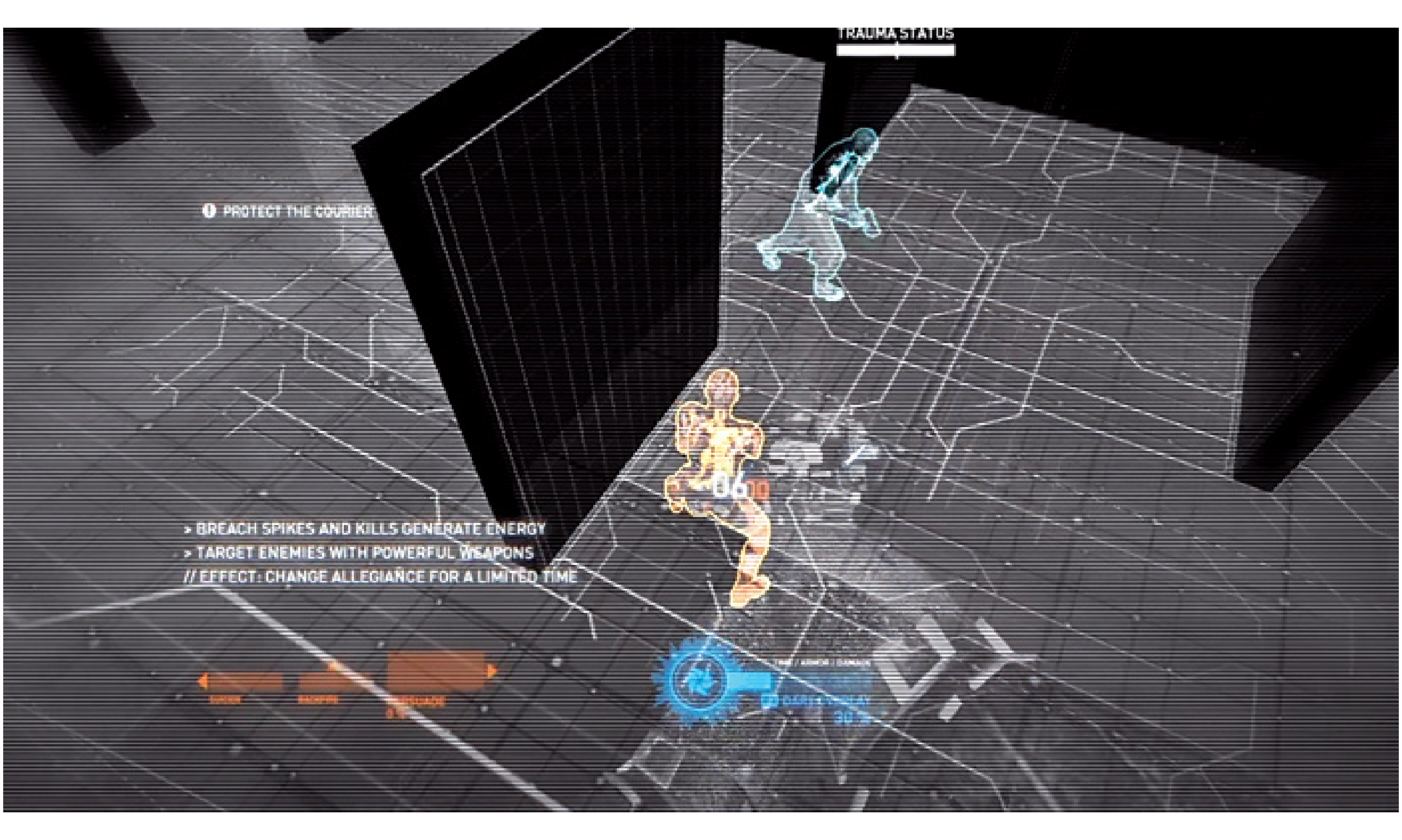
### Tip

Persuade is more effective when you target an enemy with a powerful weapon. Look for those carrying a rifle or shotgun rather than a pistol.


PROTECT THE COURIER
TRAUMA STATUS
ACTIVATE COURIER
06
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME
PERSUADE
100 %
DART OVERLAY
100 %

Start the challenge by breaching the door to activate the courier.

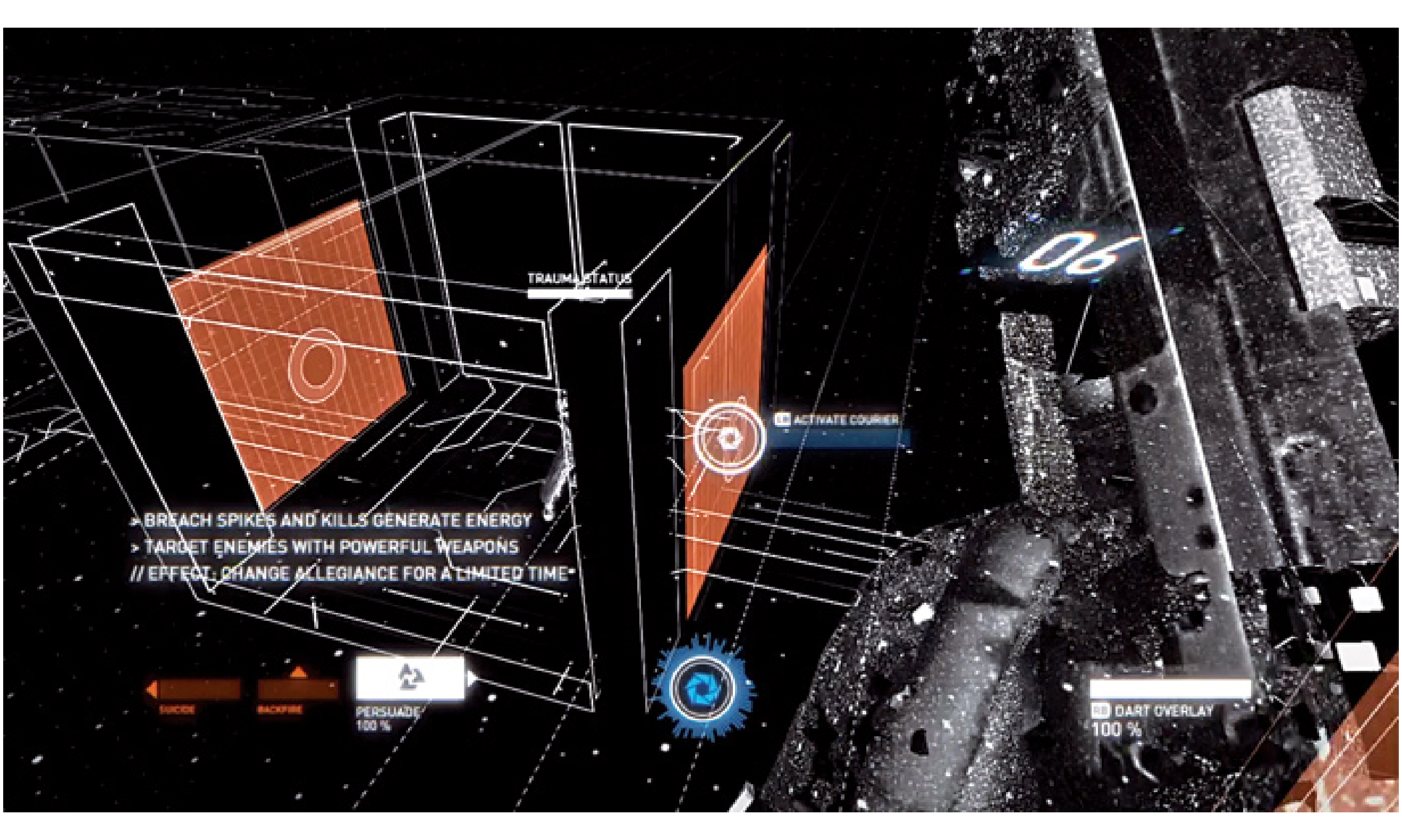

PROTECT THE COURIER
BREACHING... 33 %
06
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME
PERSUADE
100 %


PROTECT THE COURIER
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME

Use the Persuade app on the enemy up on the raised platform closest to the courier's starting position. Then take aim at the head of the enemy down low, closest to the courier, and kill him with a head shot.

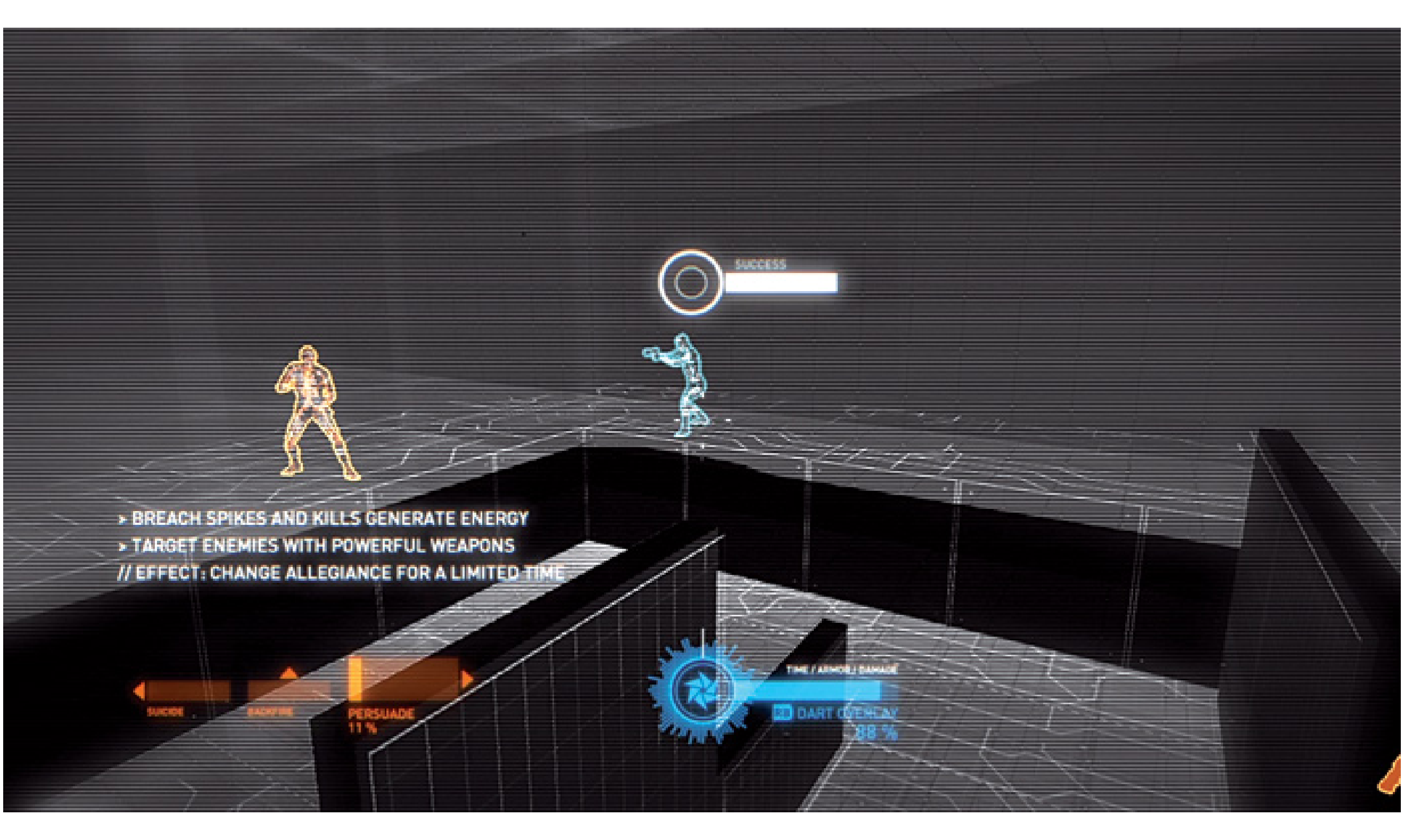
Be sure to activate the DART overlay to increase your accuracy and give you more time.

The enemy you used the app on will kill the other two enemies and then kill himself, allowing the courier to get to the checkpoint unharmed.

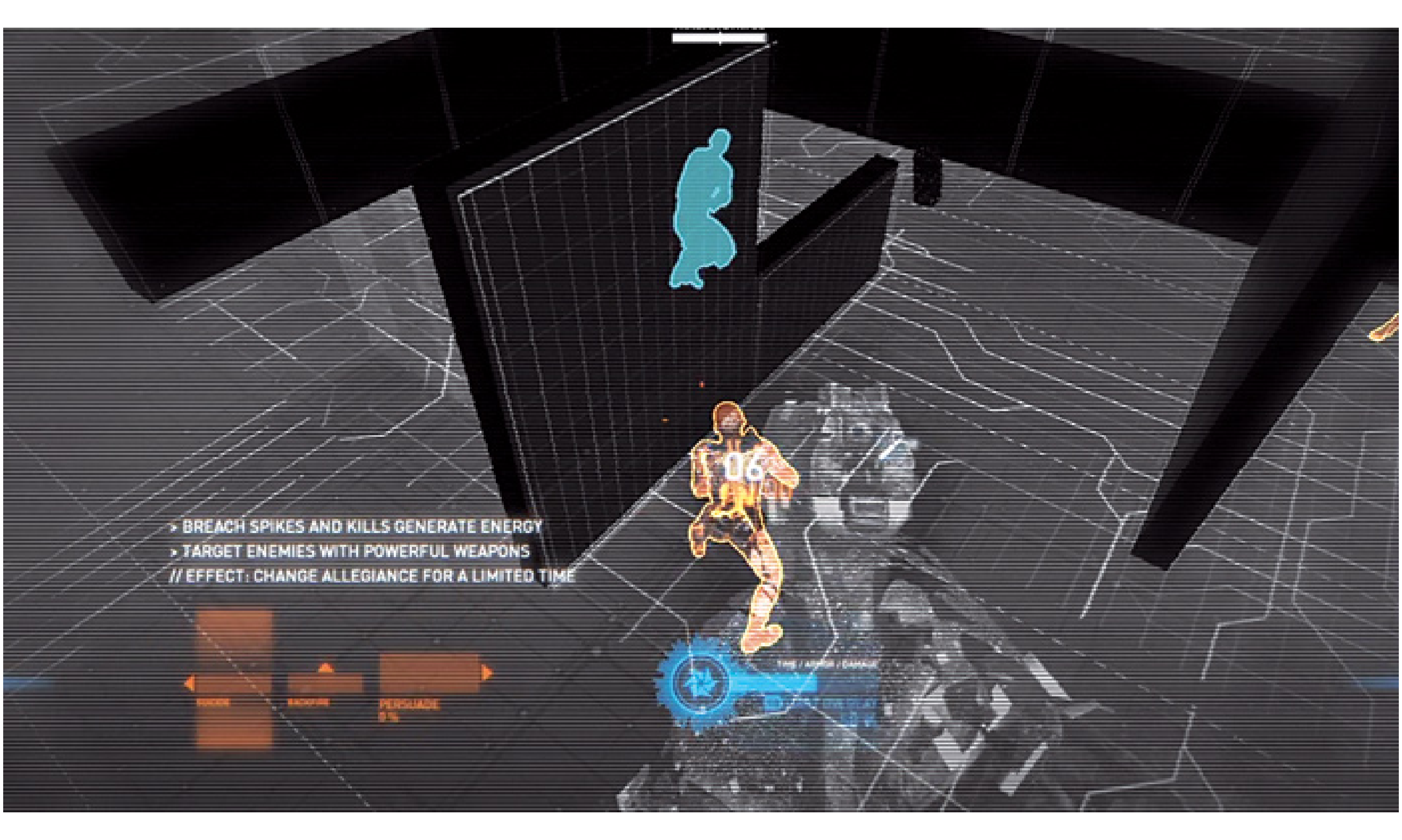

TRAUMA STATUS
ACTIVATE COURIER
06
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME
PERSUADE
100 %
DART OVERLAY
100 %

Observe the next area through which the courier must advance. There are three enemies up on the raised platform and three more down in the walkway behind walls.

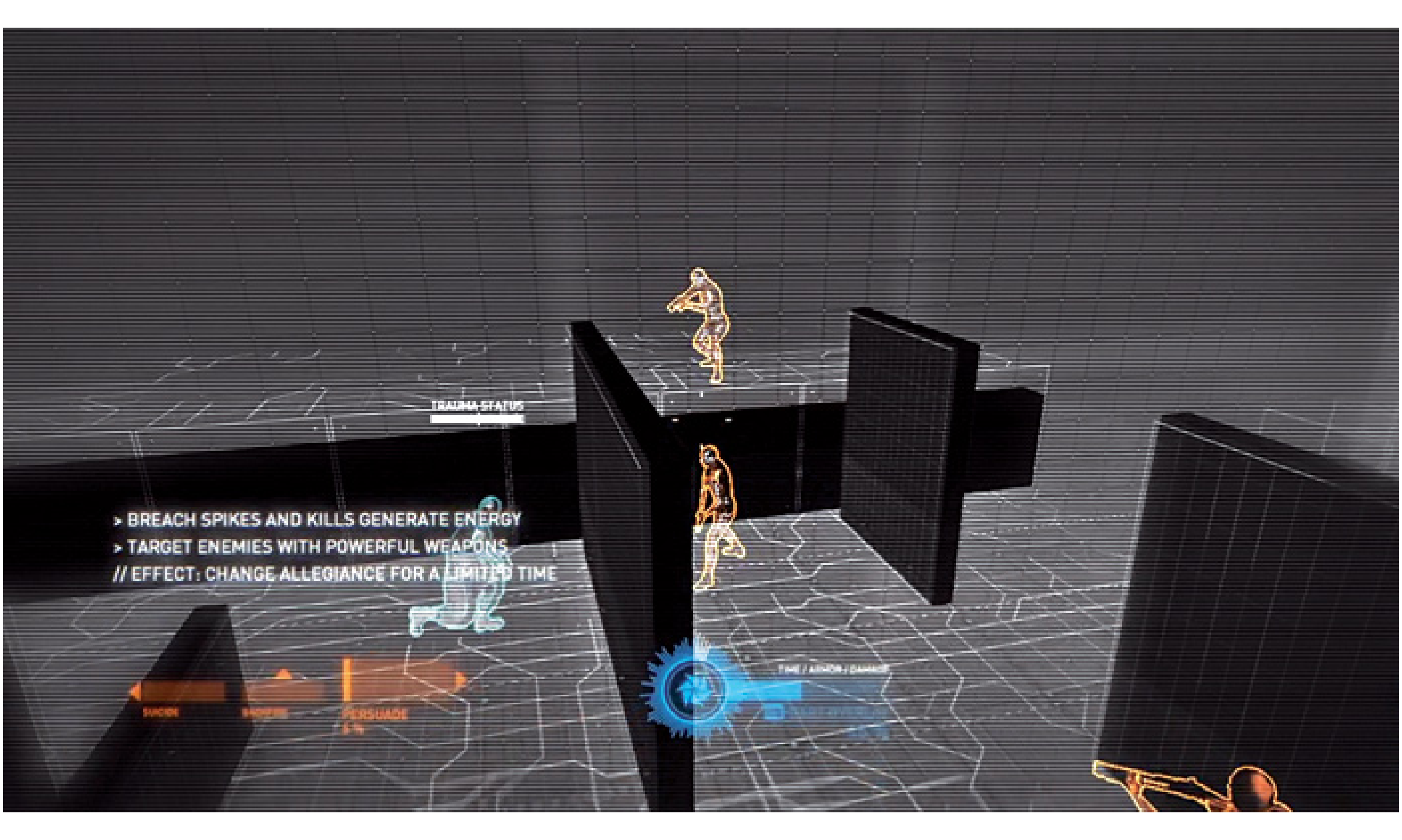
Once you have seen where they are, breach the door of the safe zone to release the courier.


SUCCESS
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME
PERSUADE
11 %
DART OVERLAY
88 %

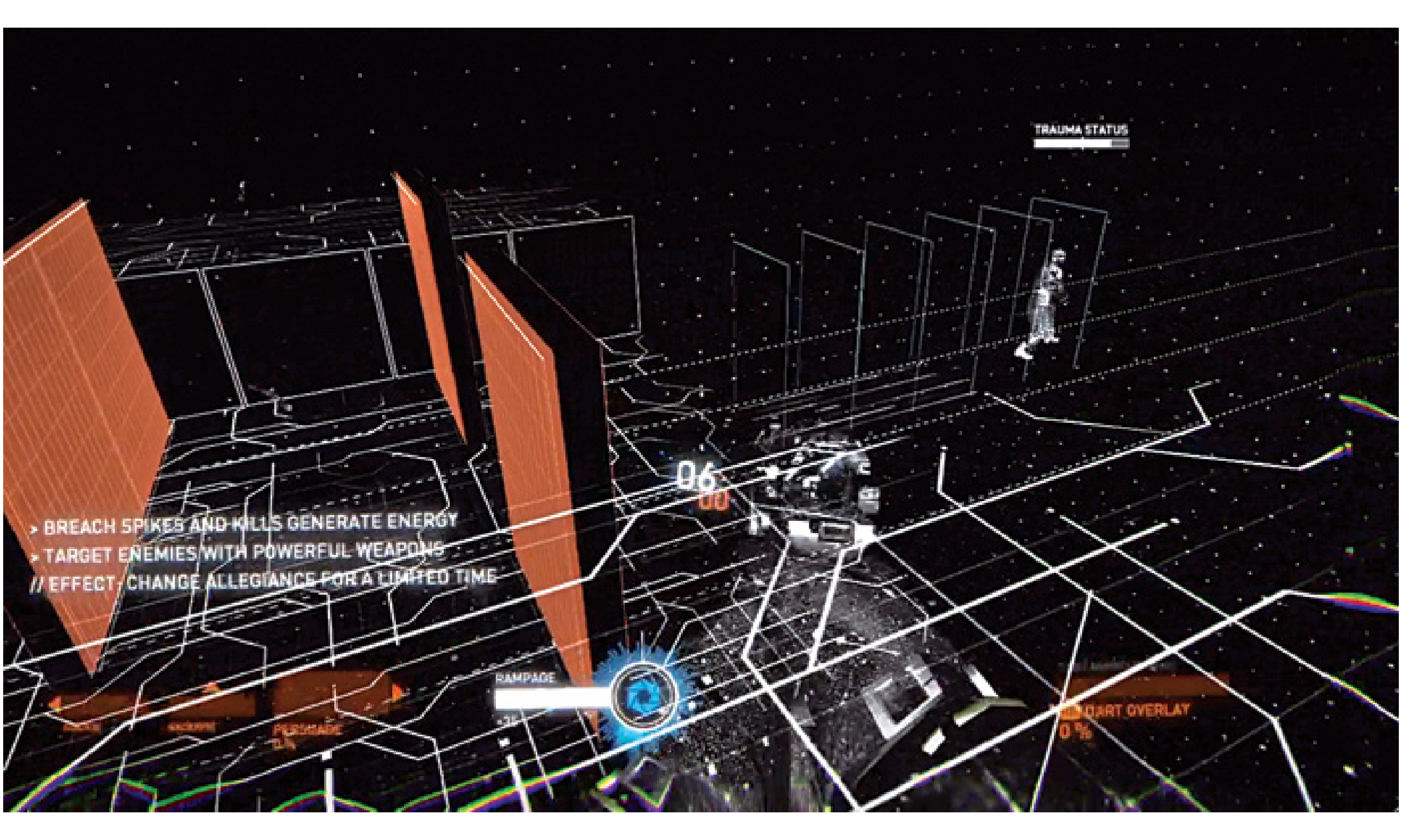
This time use the Persuade app on the enemy up on the platform near the corner where the walkway makes a turn. He will kill the enemy closest to the courier first.


06
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME

Next kill the enemy down in the walkway closest to the courier, just like you did in the first half of the challenge.


TRAUMA STATUS
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME

Now kill the next enemy down in the walkway if you can't use the Persuade app on him. Finally, eliminate the last two enemies.

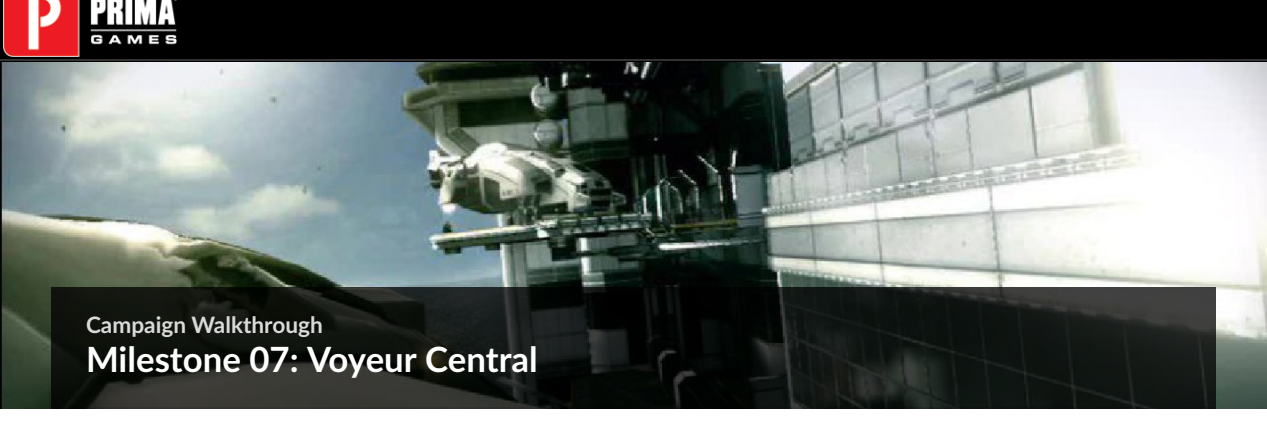

TRAUMA STATUS
06
> BREACH SPIKES AND KILLS GENERATE ENERGY
> TARGET ENEMIES WITH POWERFUL WEAPONS
// EFFECT: CHANGE ALLEGIANCE FOR A LIMITED TIME
RAMPAGE
DART OVERLAY
0 %

Get the courier to the end of the course with minimal damage to get a perfect score. If you don't complete this the first time, try the challenge again until you get a perfect score.

Then exit the simulation to continue to the next level.

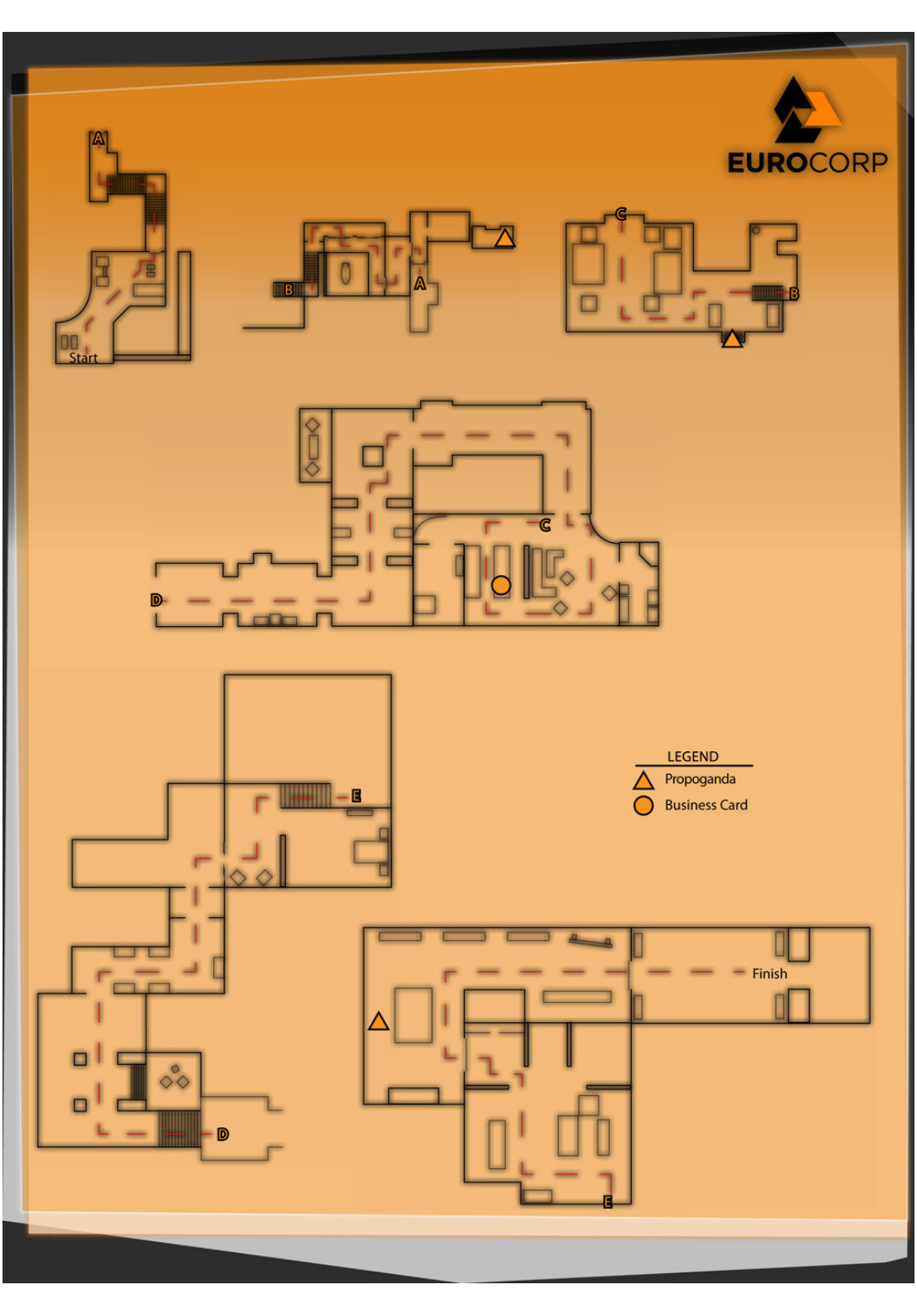
### TOP MARKS

Score a perfect performance in all the Tutorial challenges in order to earn this award.



Campaign Walkthrough

# Milestone 07: Voyeur Central

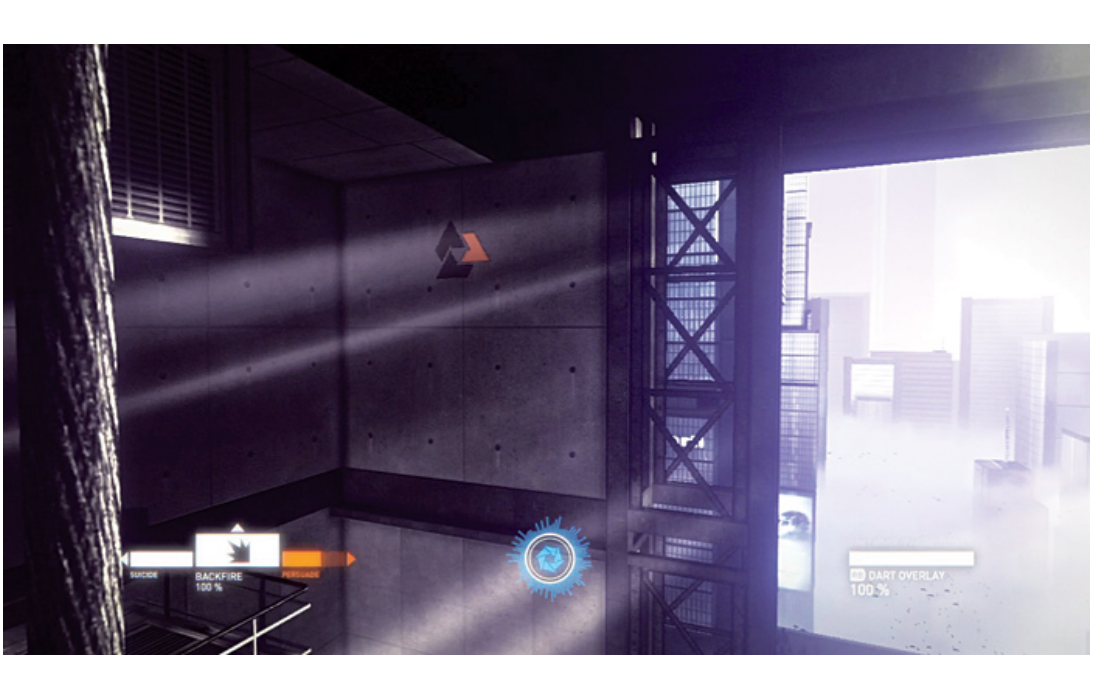


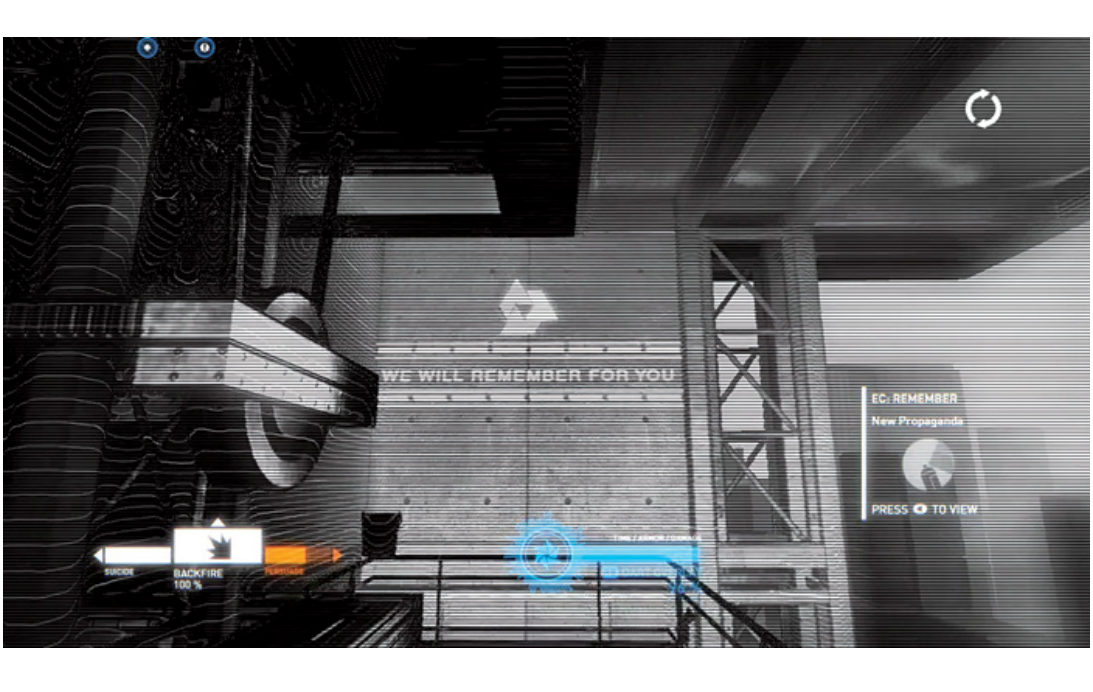
## Rendezvous with Merit

Dr. Lilian Drawl has been communicating with Aspari and Jack Denham wants to find out what information she has been passing on.

Therefore, you are being sent along with Agent Merit to observe her. A dropship flies you across New York City to a building across from Lily's.

Once you reach your destination, jump out of the dropship and land on a walkway outside of a building. Now make your way inside the building through the door.





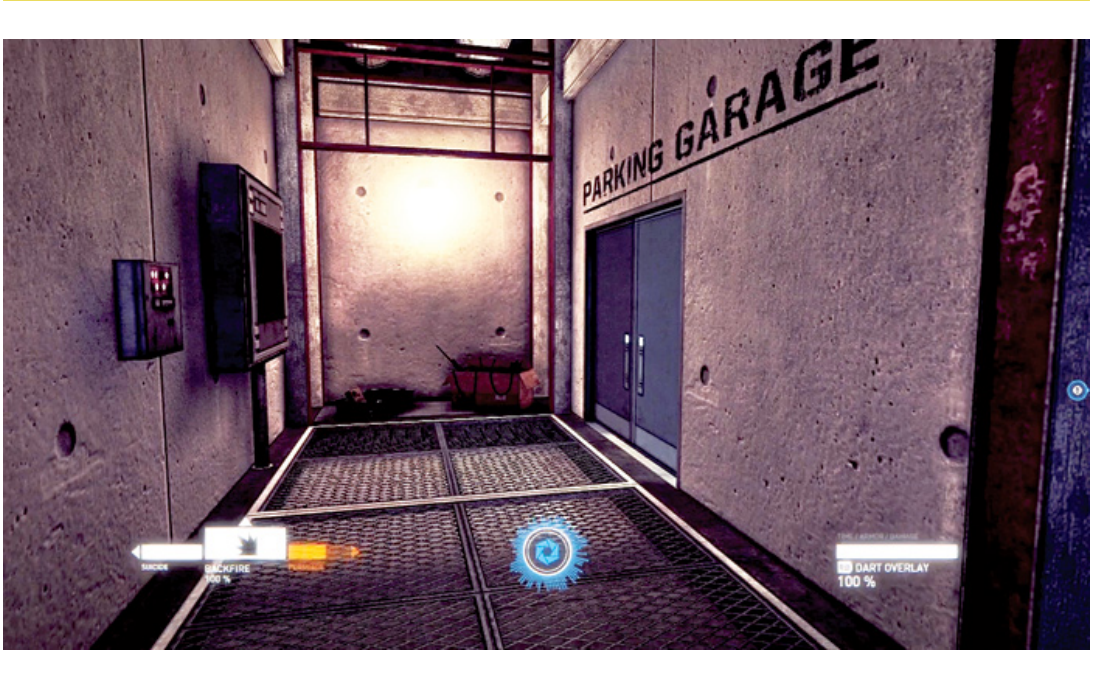
As you walk along a catwalk, look to the right to locate an EuroCorp logo. Activate your DART overlay to view the hidden propaganda.

**New Propaganda**

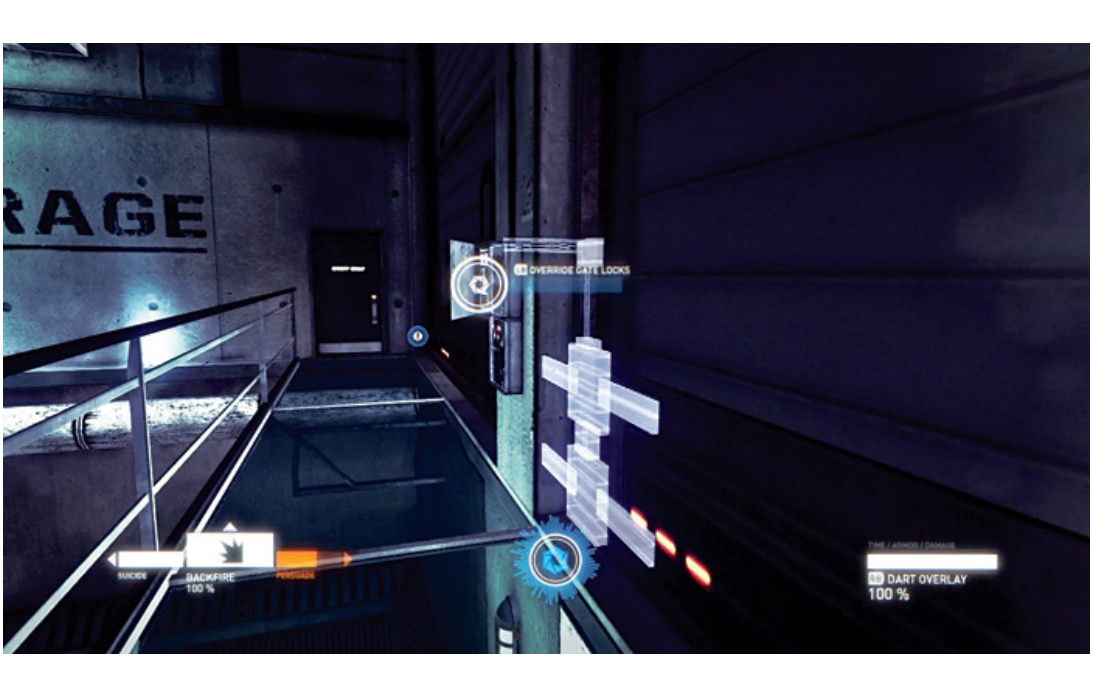
**EC:** REMEMBER

**"WE WILL REMEMBER FOR YOU."**

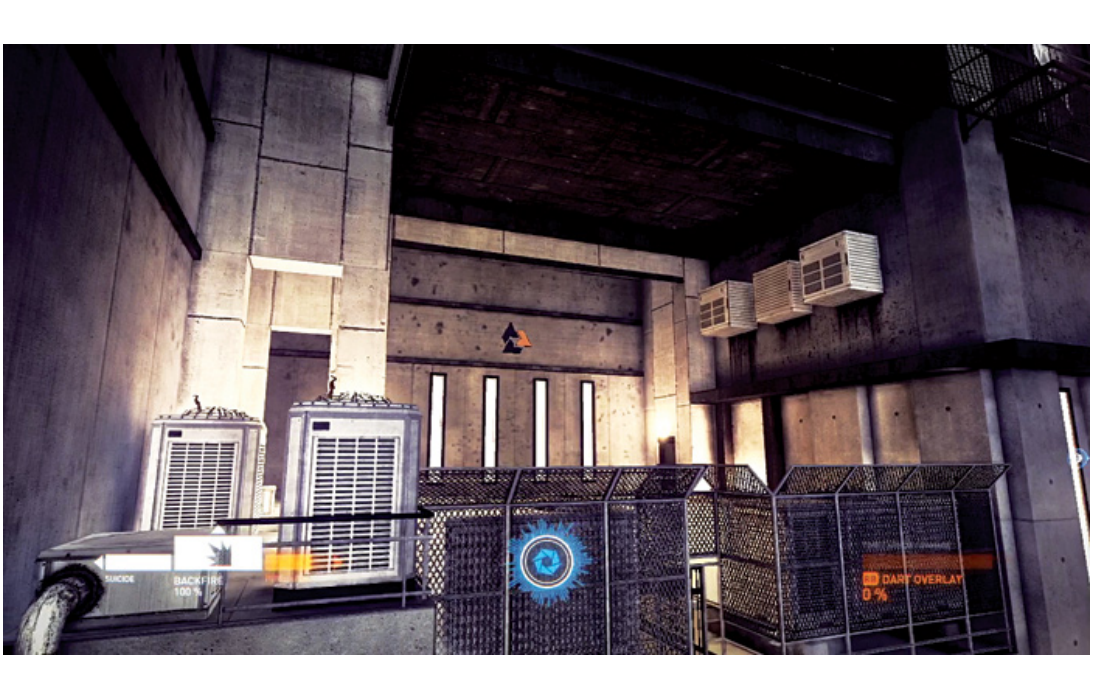
—EuroCorp

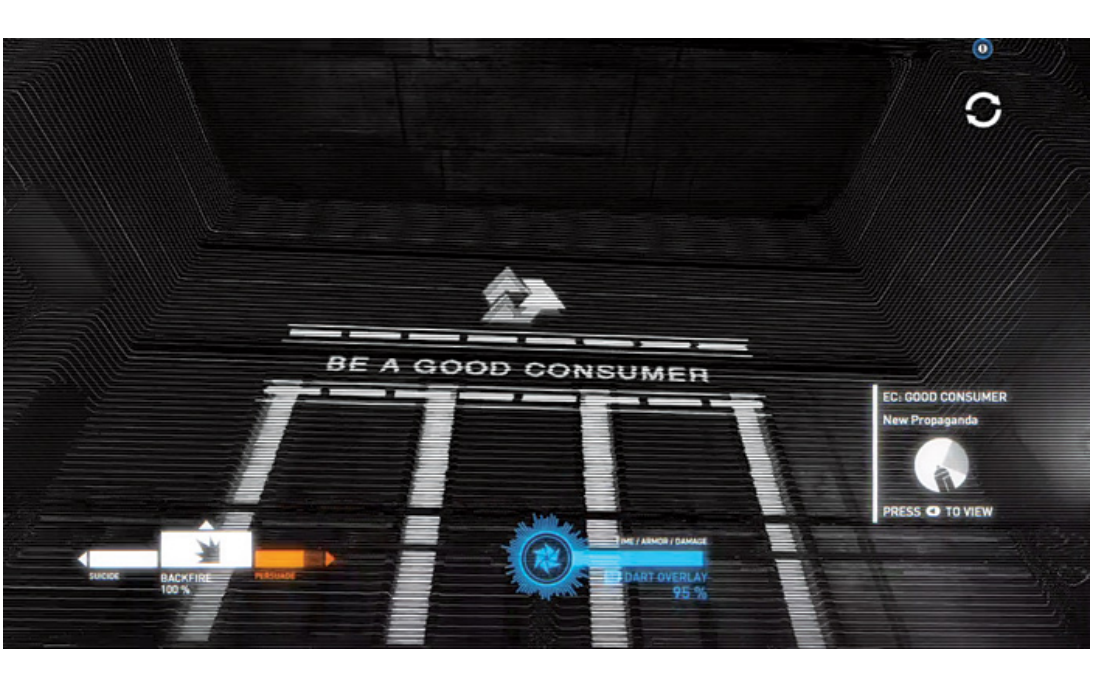


Continue along the catwalk and move through a door leading to a small corridor. Keep going through the double doors and into the parking garage area.



Breach the controls by the large doors to override the gate locks so that you can get to the catwalk along the outside of the building. Although Merit urges you to hurry, there is no time limit to get to him.





Follow the catwalk around and you can see another EuroCorp logo on the side of the building. In order to store the propaganda in your chip, you need to get closer.

Jump up onto the air conditioner compressors to the left of the fencing so that you can get into the secure area.

After using the DART overlay to see the propaganda, you can walk out through the gate that is only locked from the outside.

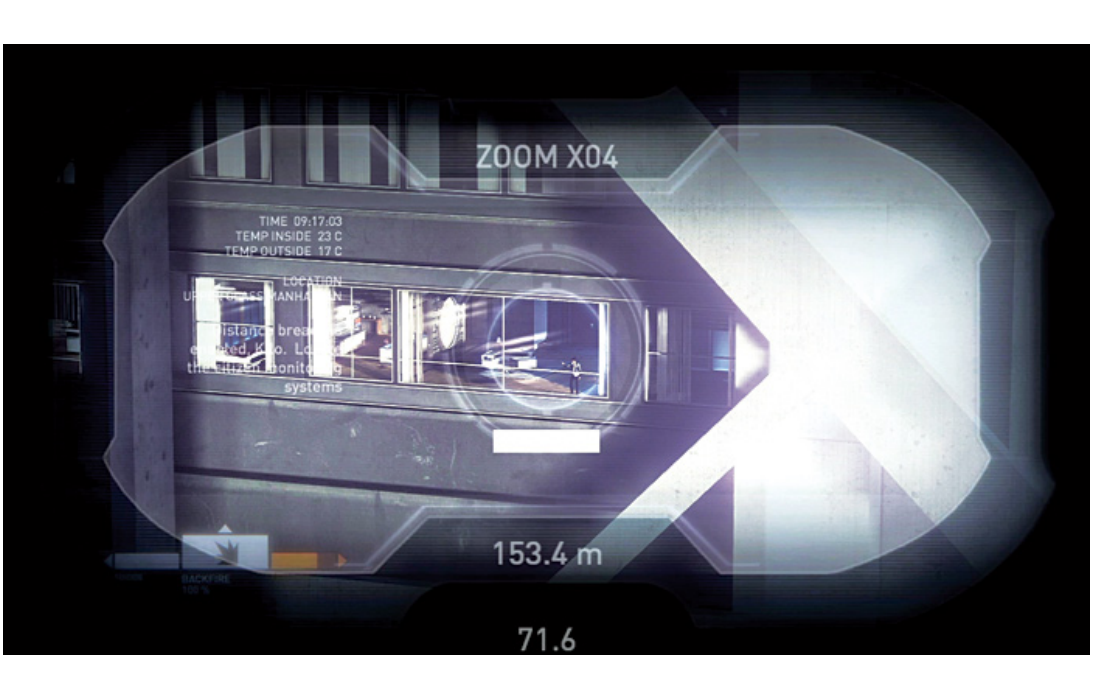
**New Propaganda**

**EC:** GOOD CONSUMER

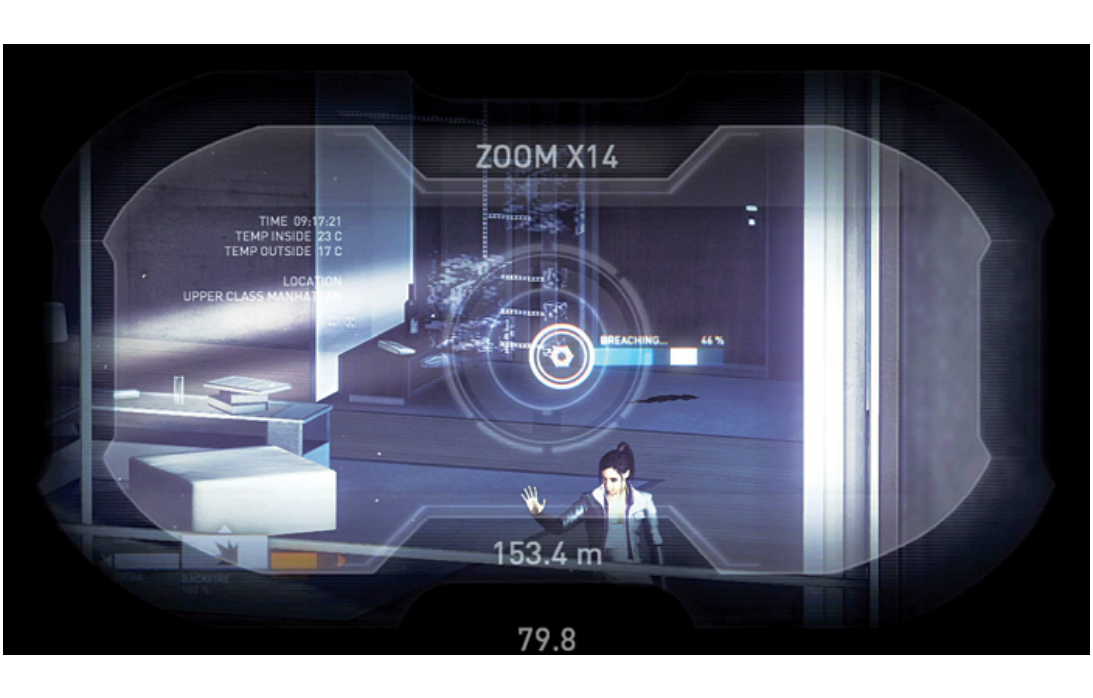
**"BE A GOOD CONSUMER."**

—EuroCorp

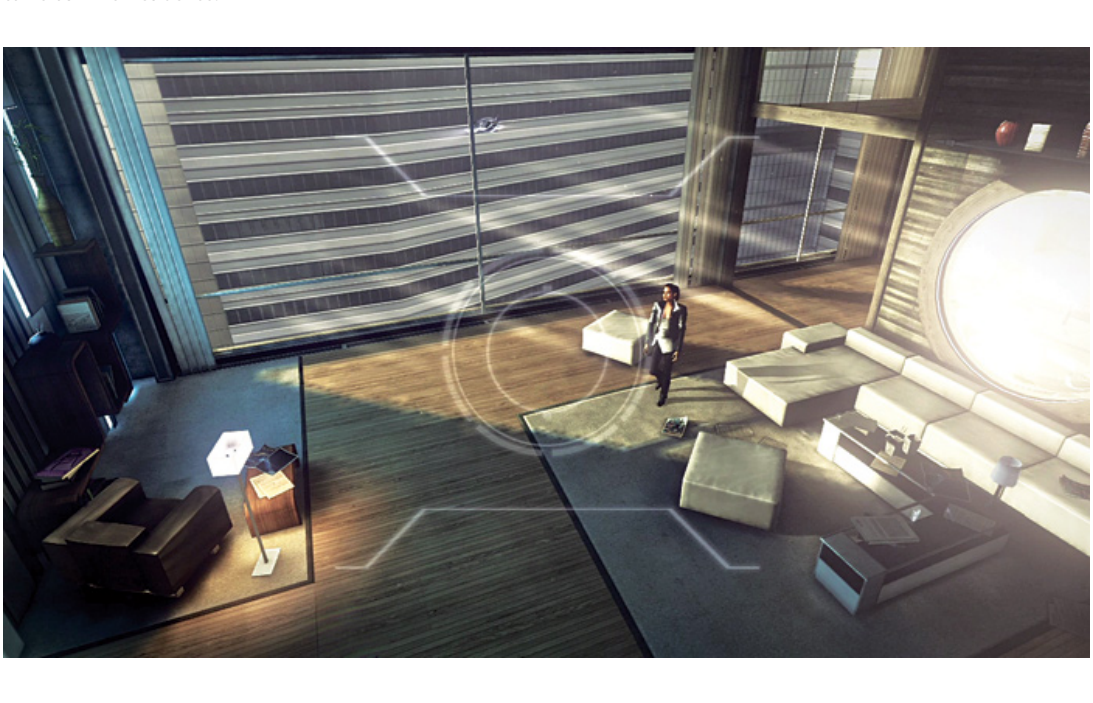
Go to the left after leaving the gate to find Agent Merit waiting for you along an edge of the building. Walk up to him and then press the action button to use the surveillance equipment.



Dr. Lillian Drawl just arrived at her residence 15 minutes ago. There is a standard civilian monitoring system installed at her place. As you begin looking through the surveillance equipment, zoom in so you get a better view.



Look through Lily's window to find the civilian monitoring system. When you can see it, breach it to gain access to the hidden cameras in her residence.

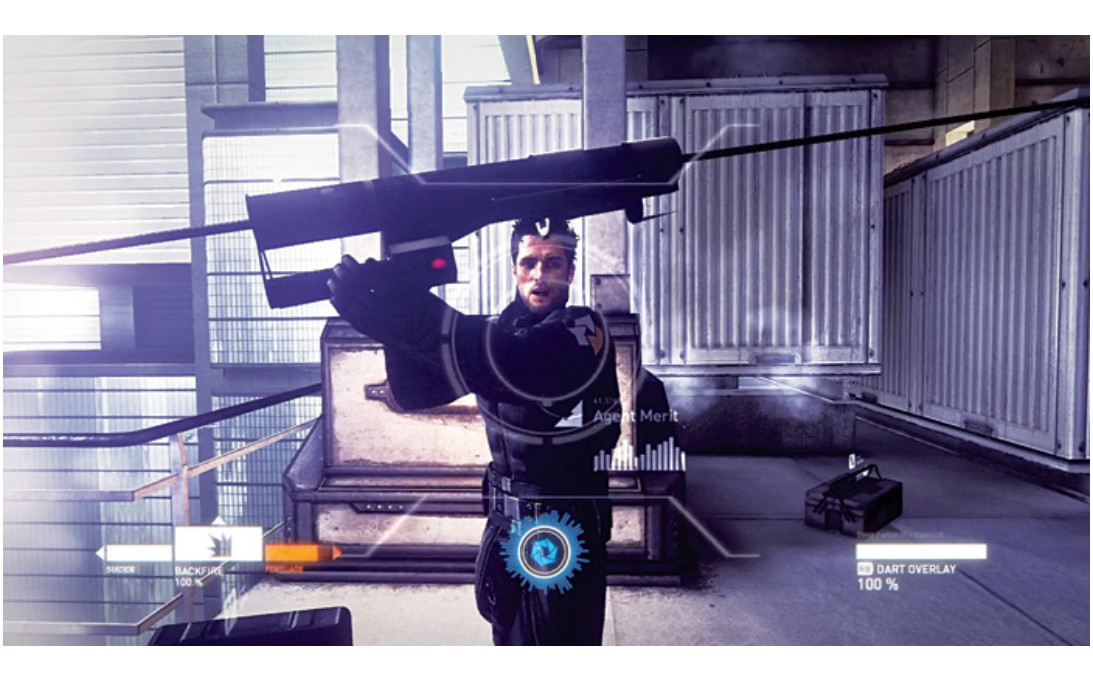


Once you have tapped into the cameras, press the action button to cycle between cameras and continue observing Lily and listening in as she talks on her phone.

Just as Lily's conversation with a contact from another Syndicate is beginning to yield information, an explosion blows in her door and a Cayman Global extraction team rushes in.

While Lily puts up a fight, an enemy agent subdues her and carries her out of the room.

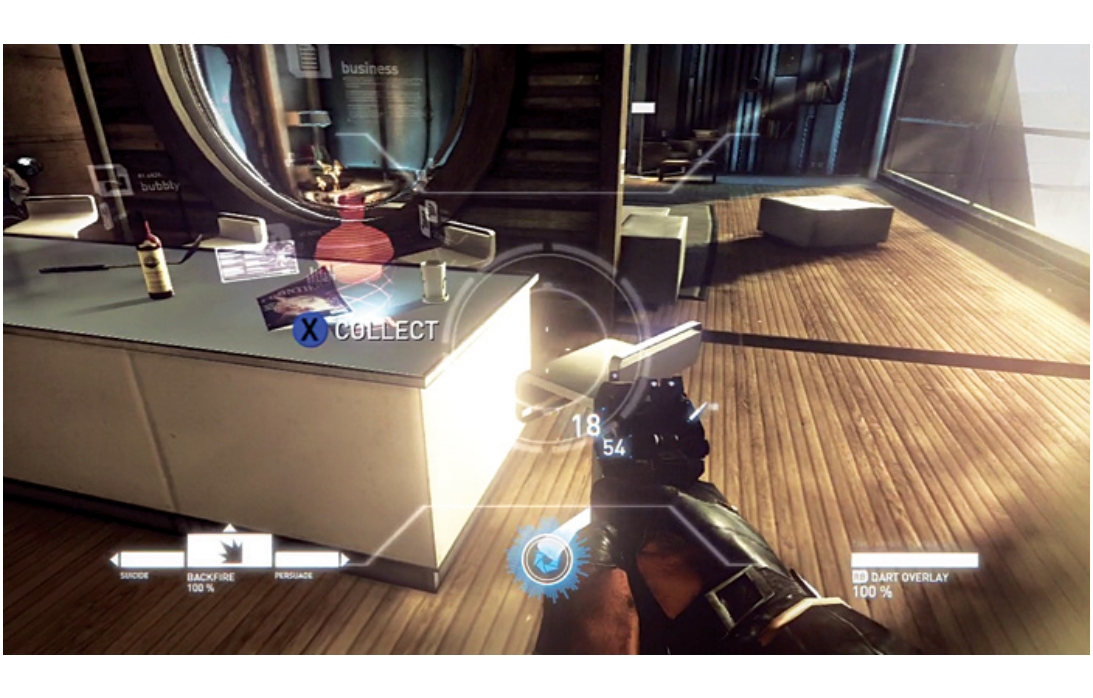
## Stop the Extraction of Lily Drawl



You have to go after Lily. Agent Merit fires a grappling gun at her residence. Now move to the device and use it to zip across to Lily's place.

STOP THE EXTRACTION OF LILY DRAWL
18
54
BACKFIRE
DART OVERLAY

Two enemies are still in the room. You kill one as you crash into him and Merit snipes the other. Your first task is to get a weapon, so pick up an APP-3 pistol from one of the dead enemies.



Before leaving the residence, look around for information. On the kitchen counter you can collect a business card. There is also a laptop in the bedroom you can access for some intel.

**New Personnel Log**

**LILY DRAWL**

**/ PROFILE ENTRY**

**Name:** Lily Drawl
**Age:** 30
**Position:** Lead Biotech Engineer, C3 participant
**Affiliation:** EuroCorp
**Clearance:** Grade 15

**LOGGED ENTRY**

/ prv.log_researchNotes.excerpt: chip_evolution

My analysis of the evidence postulated by Prof. Maaler and Dr. Seeward in their C3 lectures confirms my own thesis. The neural "ReGrowth" interface, allows for evolutionary sequencing when combined with the feedback loops of DNA computation.

After some debate, Dr. Vissick confirmed that he had seen similar results in his cellular mutation simulations. The implication of this new, possible future of chip-enhancement is a discovery which will never be supported by our employers.

The only way of knowing the potential is to research its effect on an advanced bio-network. By linking together the core patterns of 311.2, 90i and 6sg51 chipsets and evaluating the evolutionary sequences of all participants, we can reach a collective answer.

/ end of entry

**News Update**

**C3 CONFERENCE NEWS**

**/ DATA ENTRY**

**Entry:** C3 Conference Reports
**Type:** Syndicate Relations (relations, terrorism)

**INTEL FEED**

/ NewsCast.spotlight: c3_15JAN2069

Excerpt: In latest news, conference member Paul Vissick is believed dead after a terrorist attack at the Hvild Conference Center, following the C3 conference.

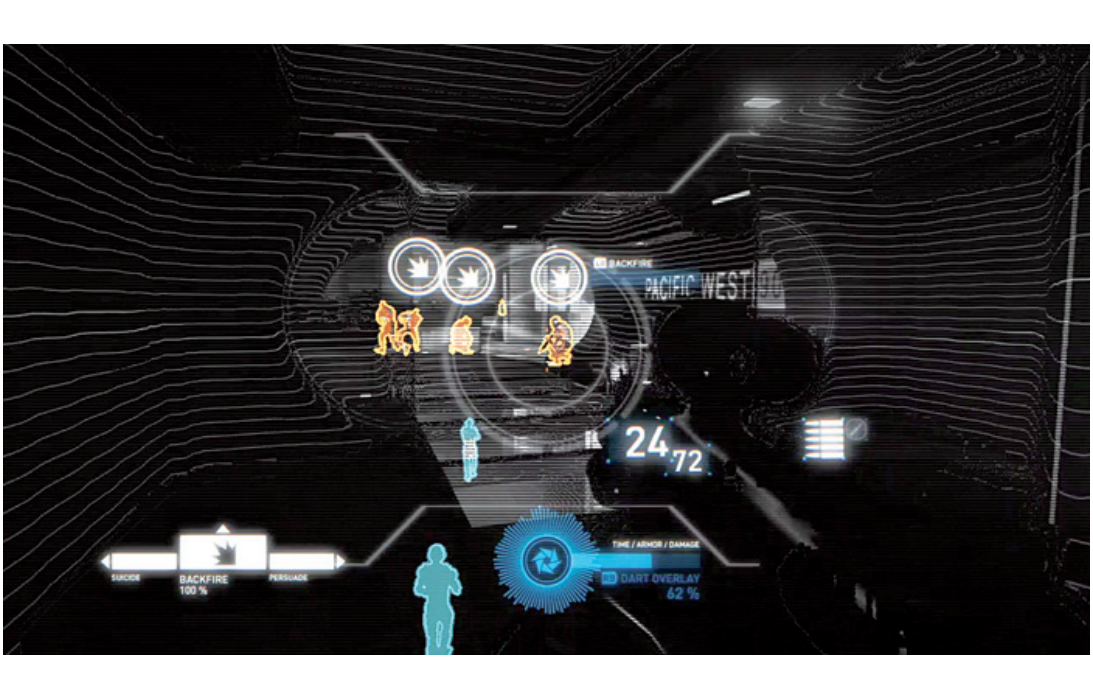
Dr. Vissick was the top researcher and founder of the Tao bio-research corporation Novo International, and also the acclaimed Nobel Laureate in Medicine (2058) and Physics (2066).

/ Memo_News.forum: FEB2069

Excerpt: Attendees have not participated in any news coverage and no official minutes were submitted. Conference considered a failure by all Syndicates involved.

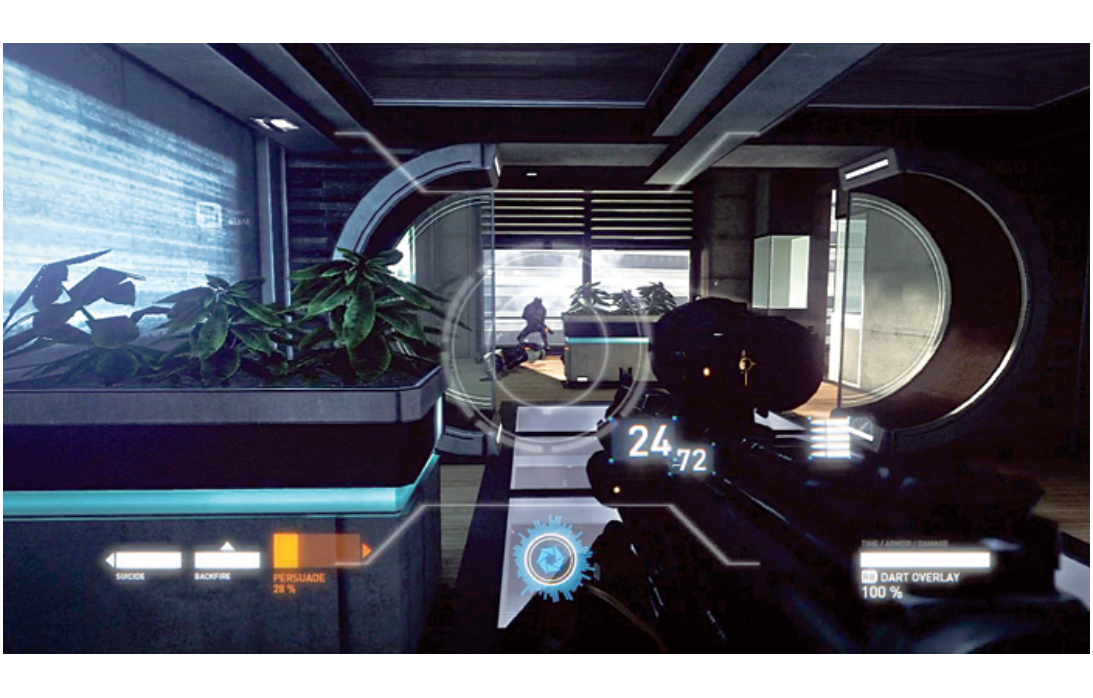
/ end of entry

After searching the place, exit through the blast-torn doorway. Be sure to pick up a Kusanagi assault rifle near the doorway as you advance down the hallway.



After making a couple of left turns, a group of enemies moves into position to stop you. Activate your DART overlay so you can see them all.

This is a good opportunity to either use the Suicide app or the new Persuade app since both result in multiple deaths when the enemies are that close together. Shoot any survivors.



As you advance, more enemies drop in through the window. Take them out as well. Once the area is clear, collect ammo. Also swap your pistol out for a shotgun to upgrade the firepower you are carrying.

The shotgun comes in handy for fighting up close.

**CQC-11**

**/ PRODUCT SUMMARY**

**Model:** CQC-11
**Manufacturer:** Castellano (Cayman Global)
**Projectile:** 12 Gauge (single), 8-round clip
**Weight:** 9.7 lb. (4.4 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Semi-automatic fire primary mode
**Secondary Fire:** Single shot secondary mode, with focused on-impact shell explosion

**INTEL FEED**

Developed by Castellano Armaments in 2049 to empower Cayman Global tactical insertion teams and extraction specialists with close-range fire power.

The Castellano CQC-11 is a semi-automatic combat shotgun designed for urban environments. The standard model Castellano has an eight-round magazine loaded with 12 gauge depleted uranium shells with inner cores of solid uranium.

It was one of the first weapons fitted with a chip lock, disabling the trigger for anyone except the properly registered owner. Today, even if the mechanism is still there, anyone with a Syndicate chip newer than six years will automatically override the lock.

The Castellano's secondary fire mode uses a pump-action system which disables the spread charge and primes the whole shell to explode on impact.

/ end of entry

As you begin to continue, a new enemy disembarks from an elevator. He is wearing liquid armor and is tough to kill.

**Tip**

Once you have breached and crystallized liquid armor, you can rush in and finish the soldier off with an execution melee attack. Do this before they recover from the brief stun and start shooting at you again.

**New Threat Profile**

**THREAT:** LIQUID ARMOR

**/ THREAT ANALYSIS**

**Type:** Liquid Soldier
**Feature:** Sensory controlled liquid polymer body armor
**Manufacturer:** Vanadium Tech Solutions (Cayman Global)

**TACTICAL SUMMARY**

Absorbs solid-type projectiles in the 5 to 15 mm range

Breaching will short out regulatory systems, making armor vulnerable by crystallizing the polymer layer.

Enough physical damage in crystalline state will shatter the polymer surface, rendering the armor useless.

**INTEL FEED**

Developed in 2064 by Vanadium Tech Solutions, a subsidiary to Cayman Global.

The armor was battle-proven during the Arica Cleansing, when oil-rig workers were caught behind enemy lines as the Russian-based Pravitel Syndicate initiated a hostile takeover of the Chilean coast.

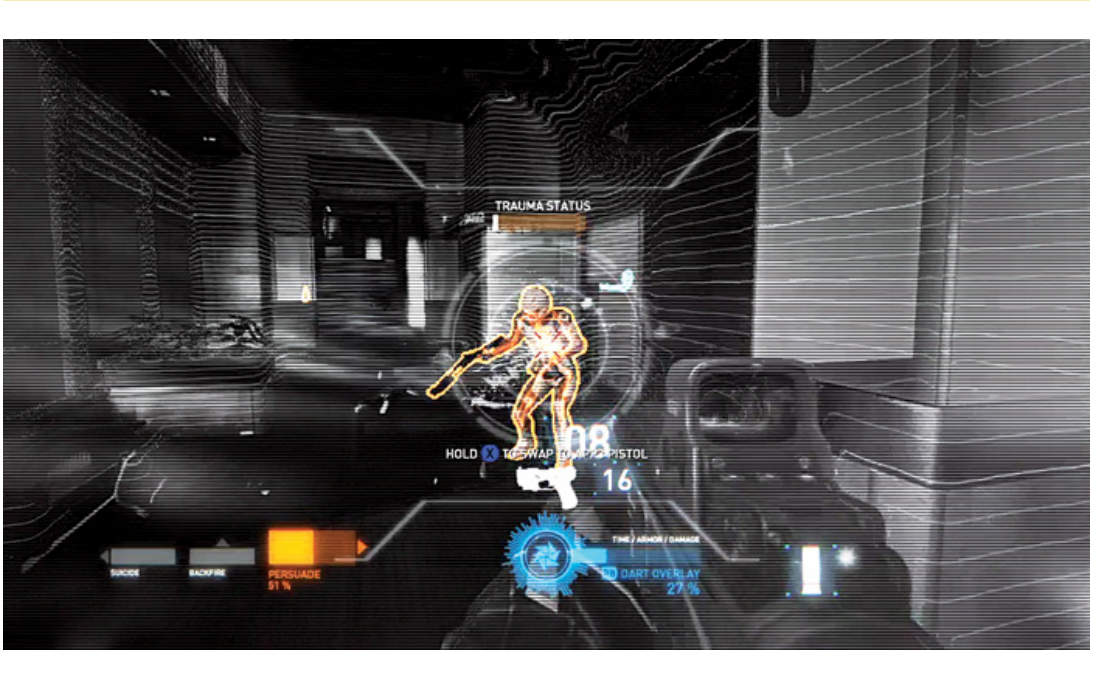
A suit of liquid armor protects its wearer from most forms of attack through a layer of DefenGel® cells, a special dilatant polymer gel that hardens immediately when impacted with sufficient force.

Worn below is a special kevlar-ceramic weave that helps dissipate heat and residual force.

The DefenGel® polymer gel is encapsulated in a multitude of small, overlapping cells. This point-defense nature allows the immediate hardening of the gel to occur without any loss of mobility on the part of the wearer.

A small field generator keeps the gel electrostatically stabilized, without which it would immediately crystallize.

/ end of entry

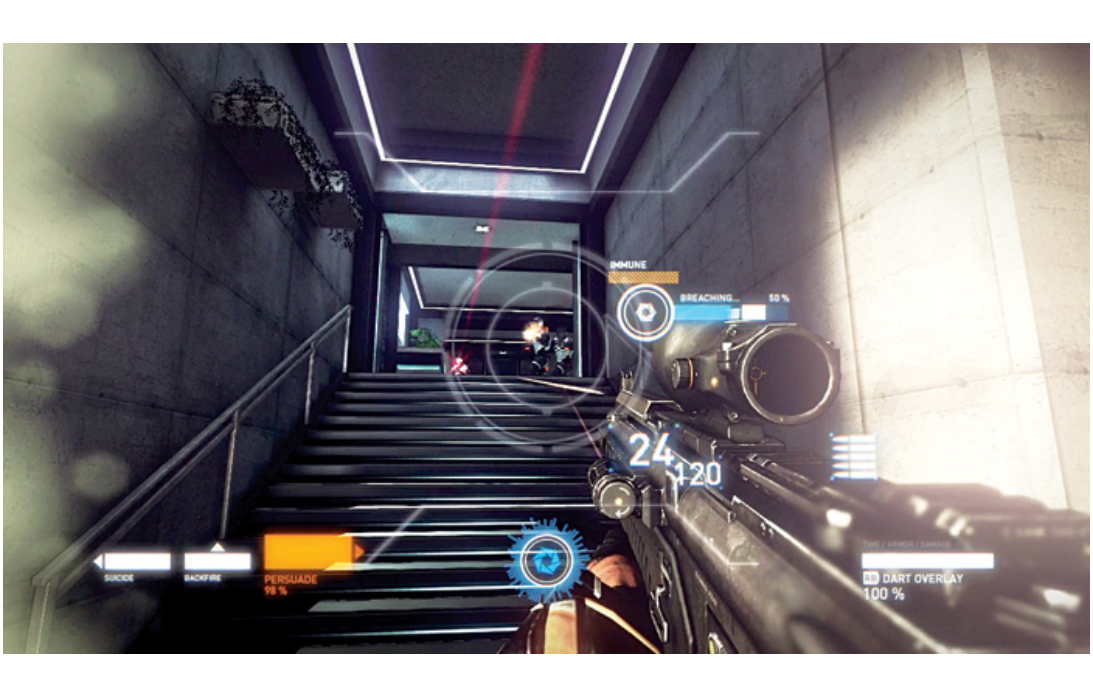


As soon as you see this liquid soldier, activate your DART overlay and take cover. Don't shoot at him yet since it is just a waste of ammo. Breach his armor to crystallize it.

Notice how his trauma status bar changes from "Immune" to a bar with white and orange. The orange represents his armor. After you breach the armor, the soldier is stunned for a brief moment.

Start hitting him with your new shotgun. When the orange in the bar is gone, the armor shatters. Now he is just like a normal soldier. Finish him off. Be sure to pick up the ammo from the liquid soldier's shotgun.

More enemies appear at the end of this corridor. Switch back to your assault rifle, take cover, and fire away. Try using the single-shot scope mode to kill these enemies at a distance.



Advance down the corridor and up the steps at the end. As you turn to the right, more enemies come at you—including another liquid soldier.

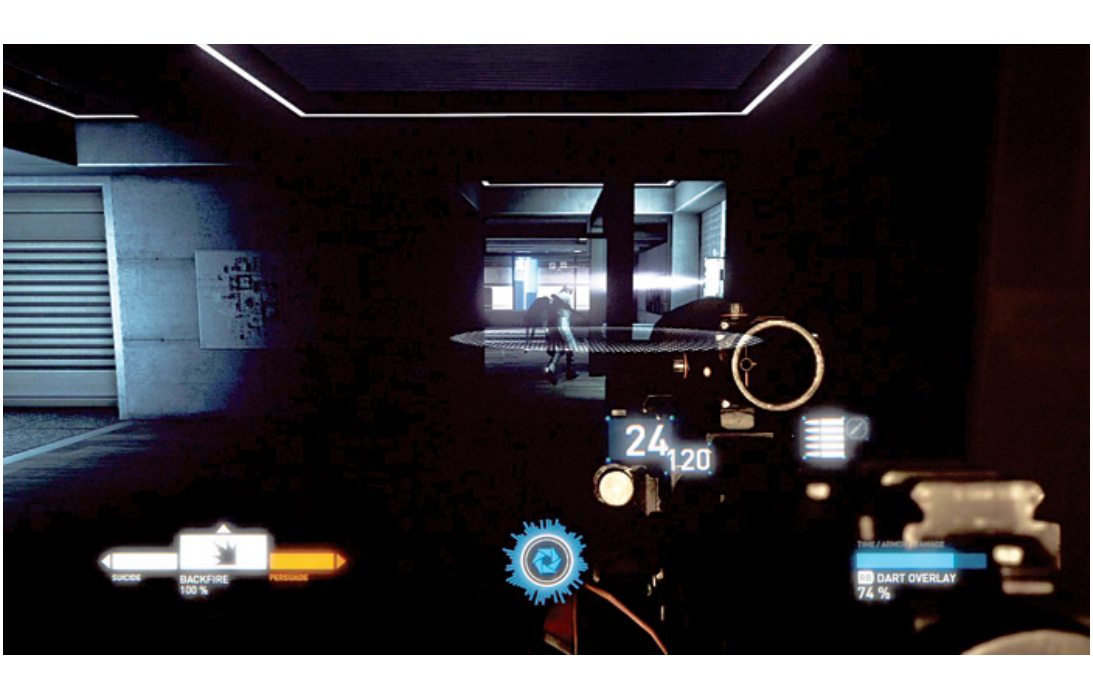
Pull back, killing some of the normal enemies as you go. If it is charged up, use the Persuade app on one of the enemies.

That usually distracts the liquid soldier allowing you to breach his armor and then move in for an attack with your shotgun. Finish off any remaining enemies.

BACKFIRE
24
120

Continue past a lounge and around through the corridors. Use your DART overlay to check for enemies hiding in ambush.

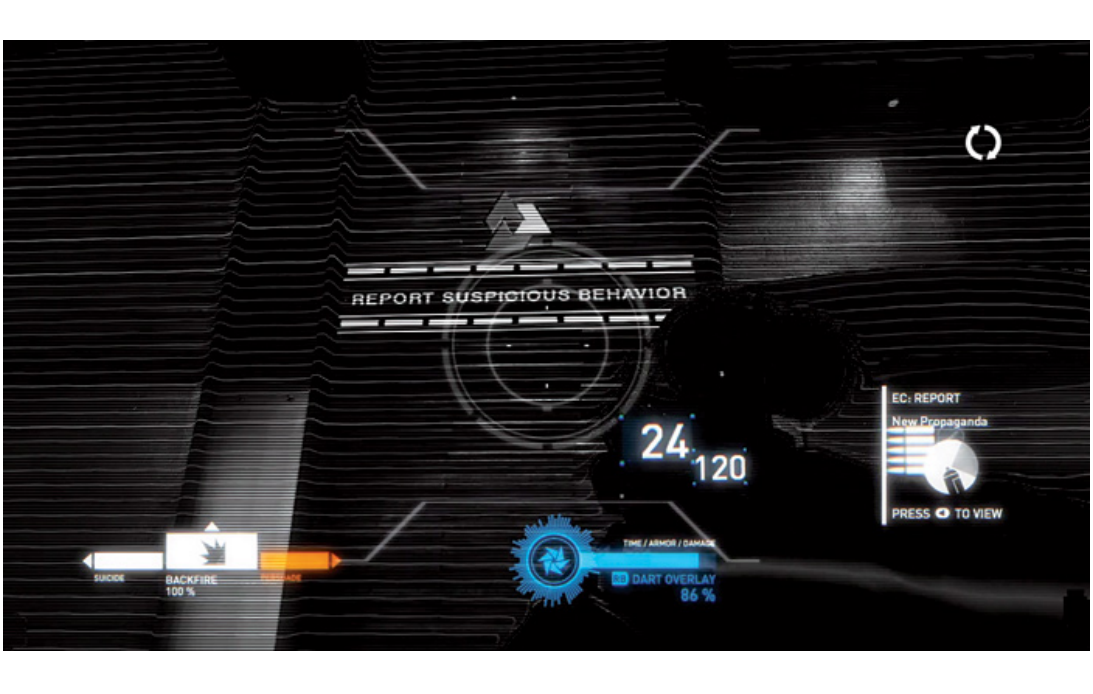
If they are behind cover, use the Backfire app to make them move while also rendering them momentarily vulnerable.



Keep moving along the corridor until you can see the enemy agent carrying Lily. However, before you can do anything, the agent detonates an incendiary device that ignites the area in flames.

Use the DART overlay to locate a weakened area of wall. Then sprint right into it to break through and escape from the fire.

There is nothing of value in this apartment, so quickly head down the stairs and make your way to the door. Go through it and out into a large entry corridor.



As soon as you exit the apartment, look for a EuroCorp logo on a wall. Activate the DART overlay to see the invisible propaganda.

**New Propaganda**

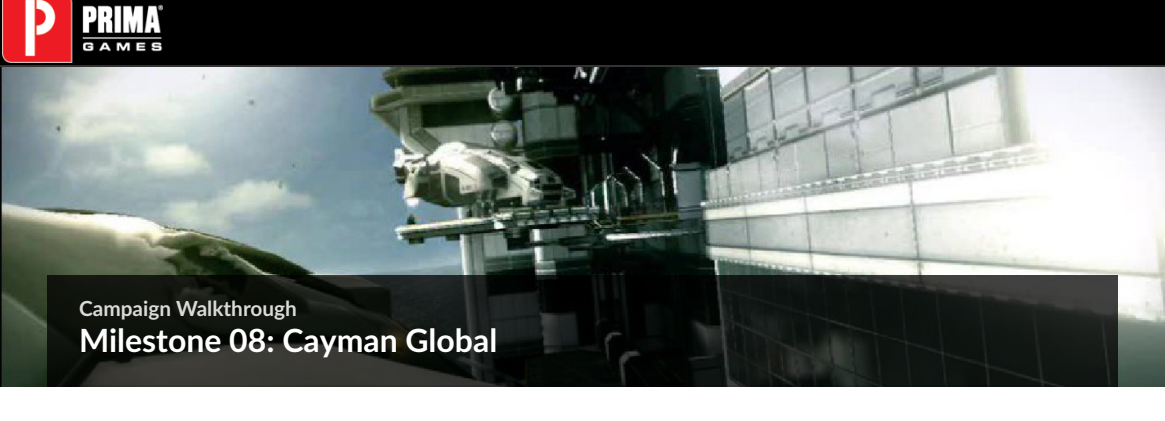
**EC:** REPORT

**"REPORT SUSPICIOUS BEHAVIOR."**

—EuroCorp

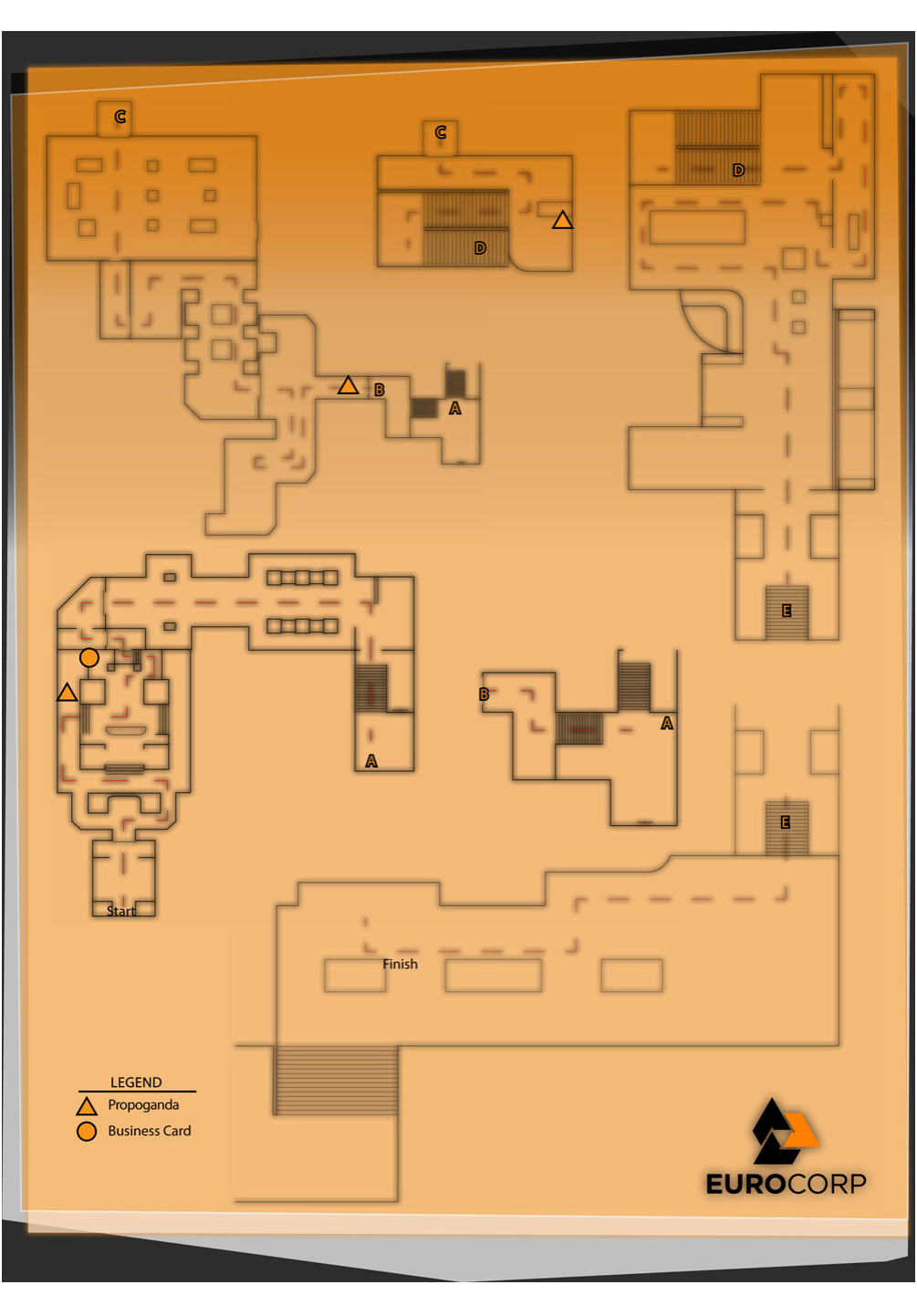
PACIFIC WEST
ATRIUM
24
120
BACKFIRE
100 %
DART OVERLAY
90 %

Finally, advance through the doors leading into the Pacific West Atrium to continue to the next milestone.

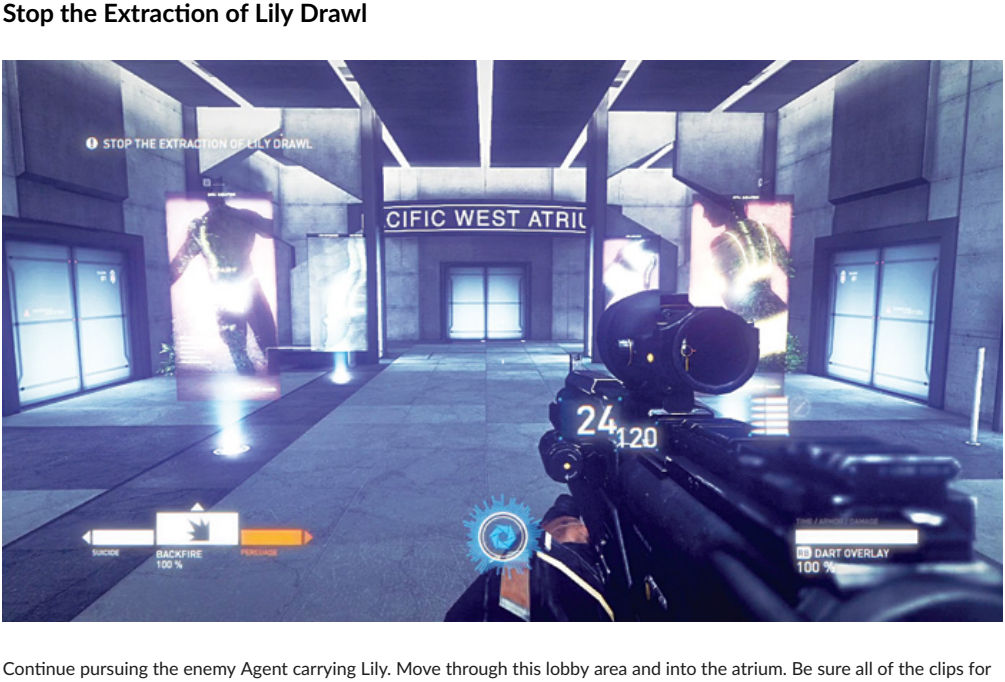


Campaign Walkthrough

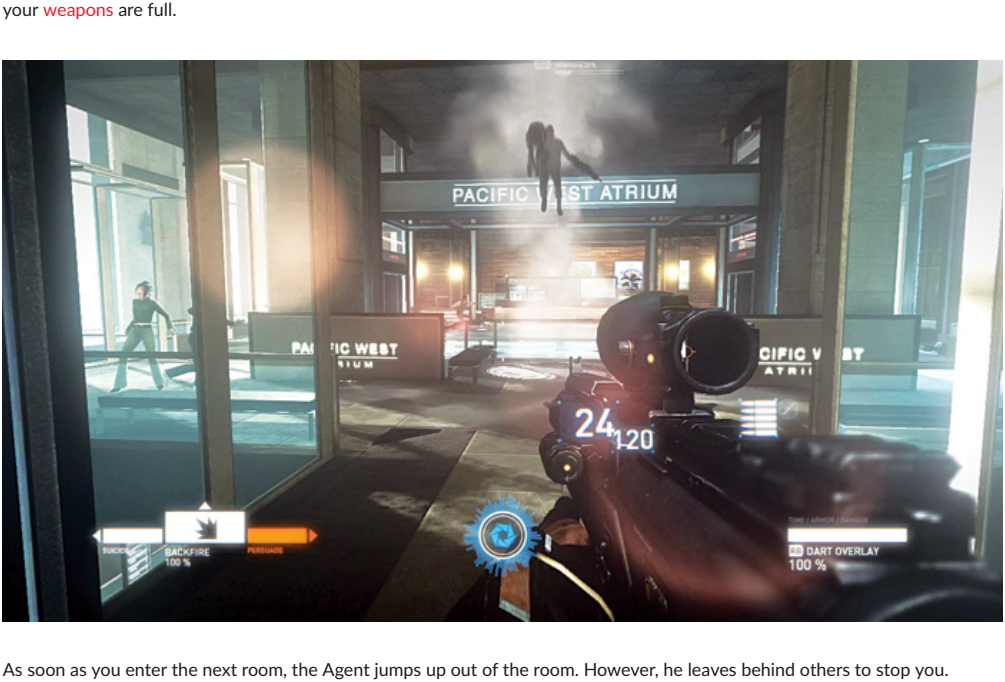
# Milestone 08: Cayman Global



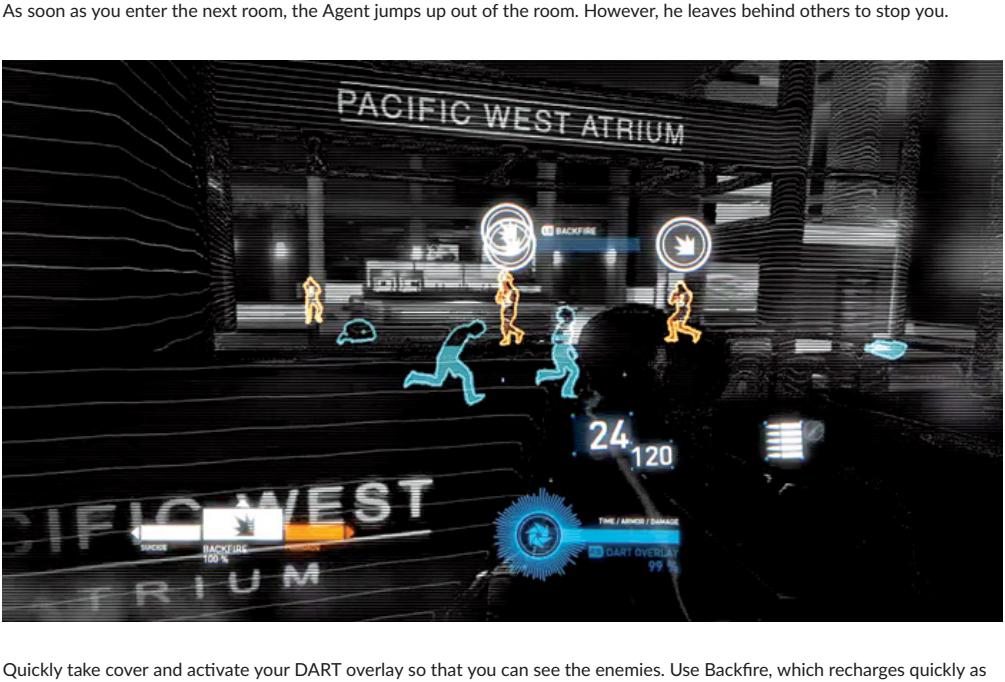
## Stop the Extraction of Lily Drawl



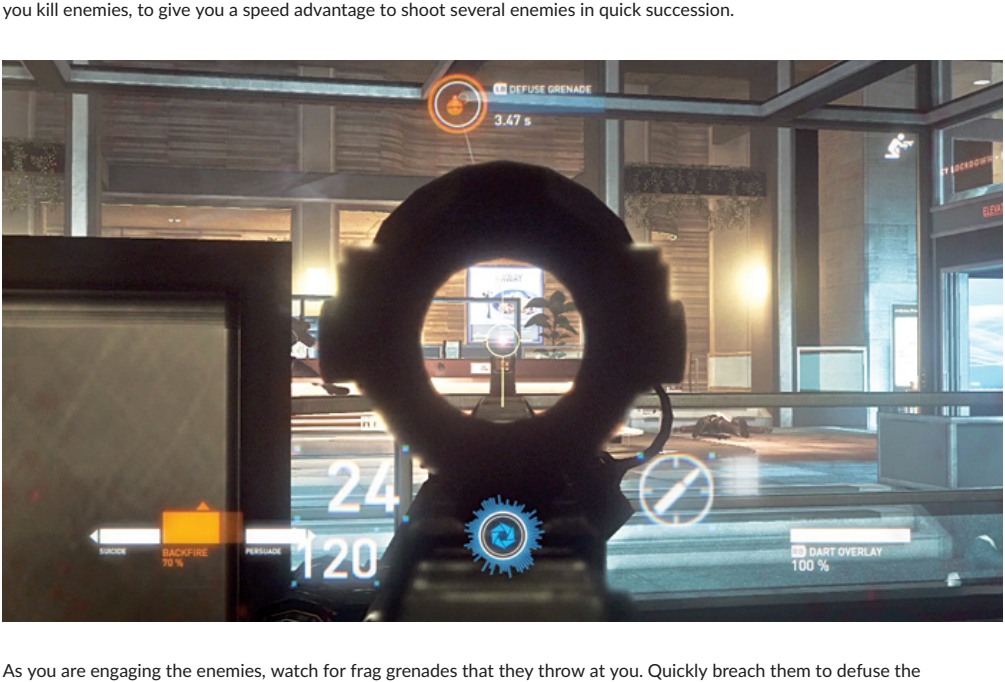
Continue pursuing the enemy Agent carrying Lily. Move through this lobby area and into the atrium. Be sure all of the clips for your weapons are full.



As soon as you enter the next room, the Agent jumps up out of the room. However, he leaves behind others to stop you.



Quickly take cover and activate your DART overlay so that you can see the enemies. Use Backfire, which recharges quickly as you kill enemies, to give you a speed advantage to shoot several enemies in quick succession.



As you are engaging the enemies, watch for frag grenades that they throw at you. Quickly breach them to defuse the detonation, then pick them up so that you can use them against the enemies.

### Fragmentation Grenade

/ PRODUCT SUMMARY

**Model:** Fragmentation Grenade
**Manufacturer:** (multiple)
**Projectile:** Uranium Flechettes
**Weight:** 15 oz. (430 g)

TACTICAL SUMMARY

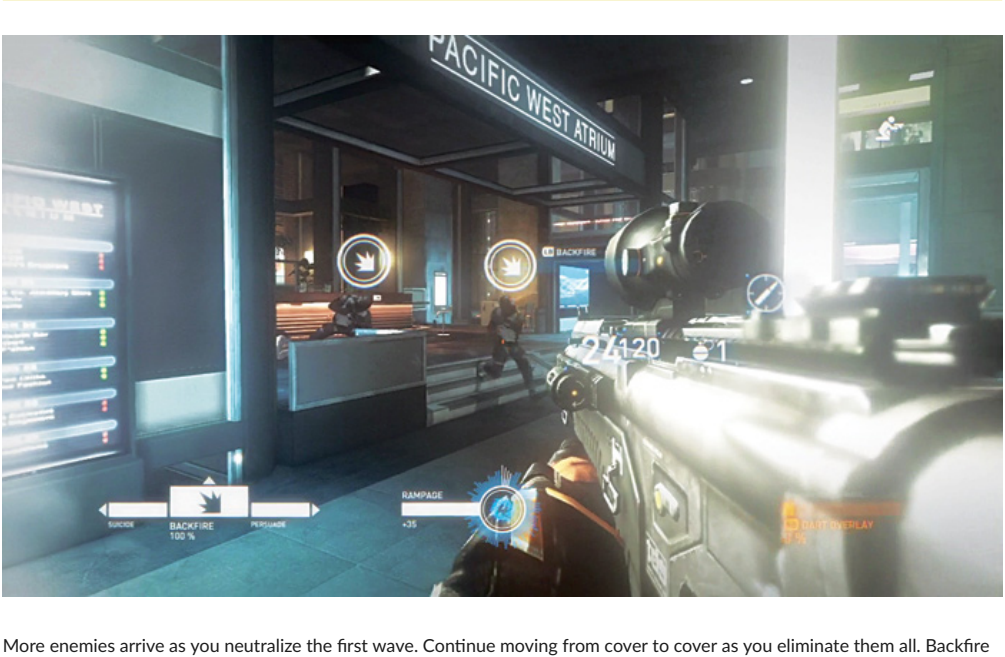
**Primary Fire:** Throw single grenade (when cooked)
**Secondary Fire:** N/A
**Additional:** Hold the switch weapon button to equip grenade. Tap the switch weapon button to return to previous weapon.
**Breaching:** Primed fragmentation grenades use inferior chips, enabling Agents to perform an almost instant breach when attacked.
**Chip Control:** It also enables the DART 6 chip to bypass the electronic fuse, automatically triggering the explosion on impact.

INTEL FEED

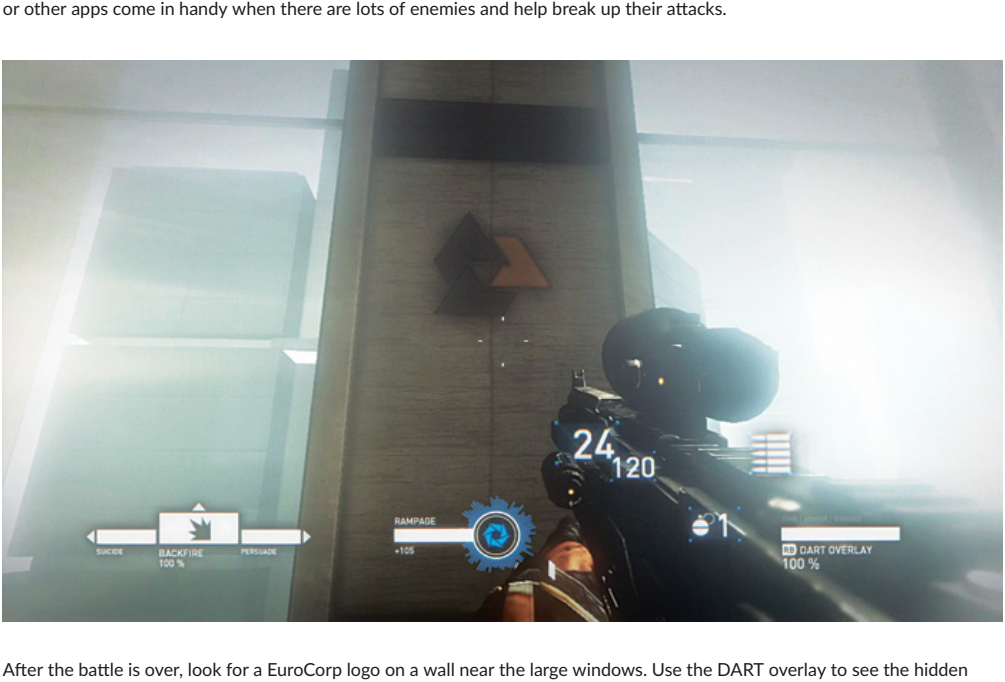
The SEEF-2 grenade is a standard anti-personnel fragmentation grenade with a 3 in. body, fitted with an electronic fuse system and loaded with uranium-coated flechette shrapnel. It has become the standard-issue fragmentation grenade for Syndicates and military forces, produced at over 60 different weapon manufacturers worldwide.

SEEF-2's electronic fuse system, the SEES (Signature Encounter Extension System), detects and reads heat and electromagnetic signatures off humans and mechanical targets. The grenade has a 4-second fuse.

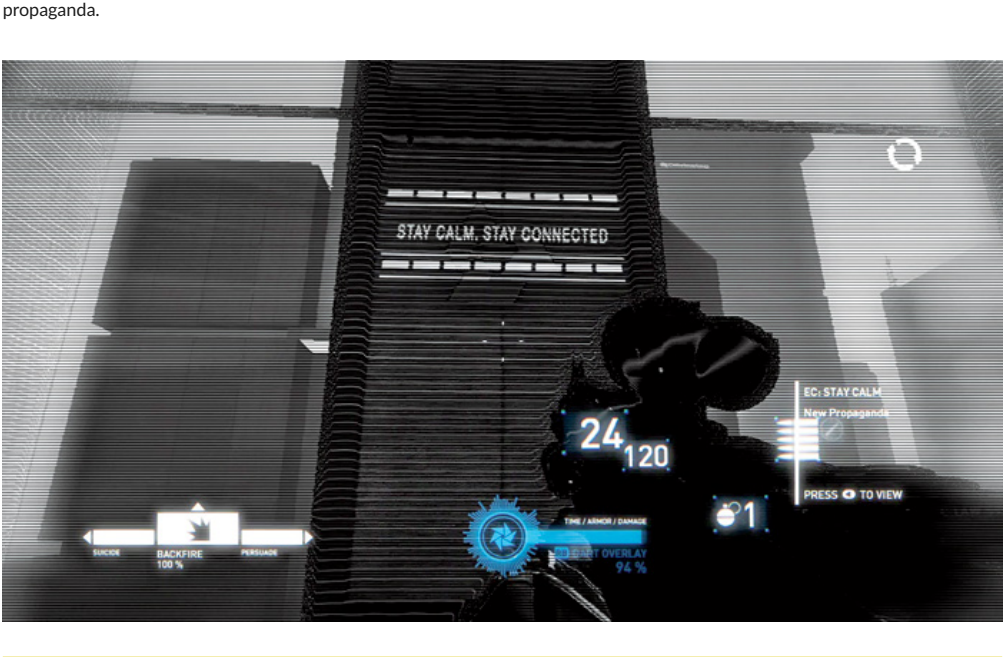
/ end of entry



More enemies arrive as you neutralize the first wave. Continue moving from cover to cover as you eliminate them all. Backfire or other apps come in handy when there are lots of enemies and help break up their attacks.



After the battle is over, look for a EuroCorp logo on a wall near the large windows. Use the DART overlay to see the hidden propaganda.

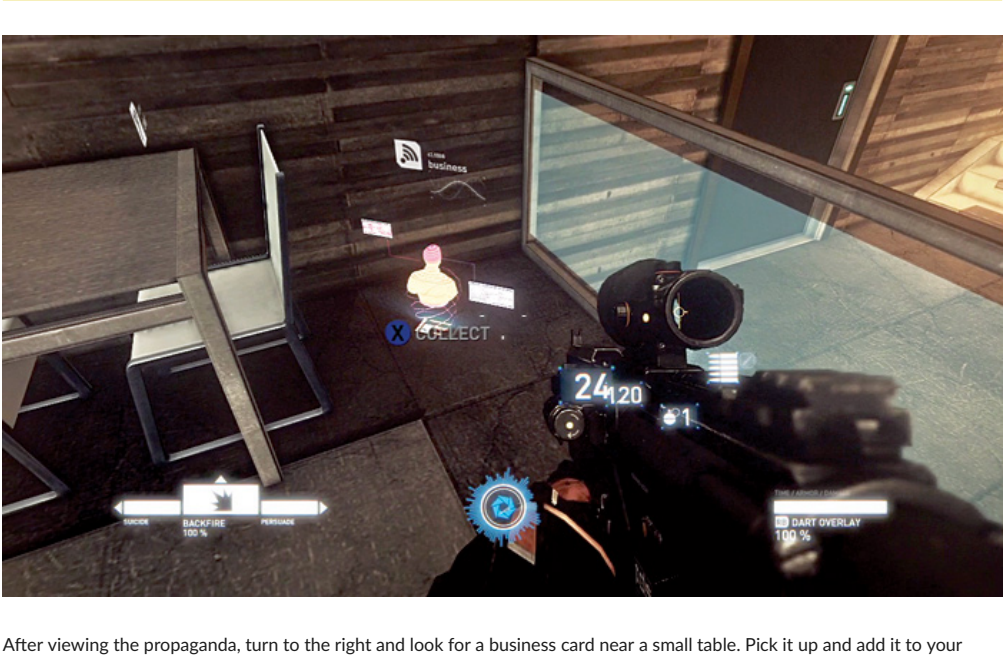


### New Propaganda

**EC:** STAY CALM

**"STAY CALM. STAY CONNECTED."**

—EuroCorp



After viewing the propaganda, turn to the right and look for a business card near a small table. Pick it up and add it to your collection. Then go down the steps and through the door located near the business card.

### New Propaganda

MIKE MANIOLA

/ PROFILE ENTRY

**Name:** Mikael Maniola
**Age:** 86 (deceased)
**Position:** N/A, former: Data Entry Clerk
**Affiliation:** EuroCorp
**Clearance:** Grade 8

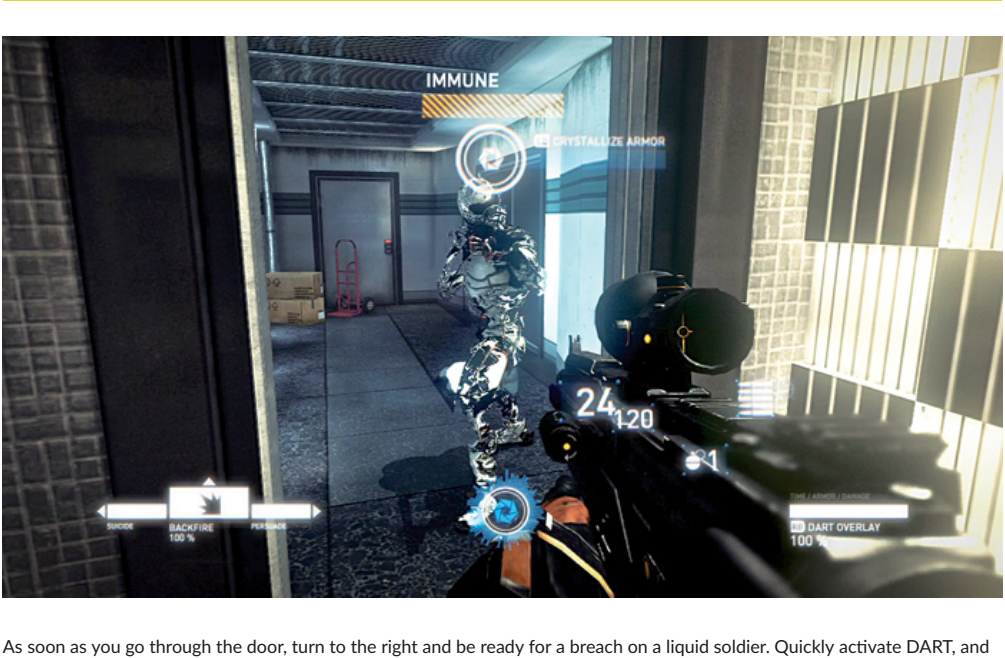
LOGGED ENTRY

/ EC.Manhattan.Gazette_orbituary

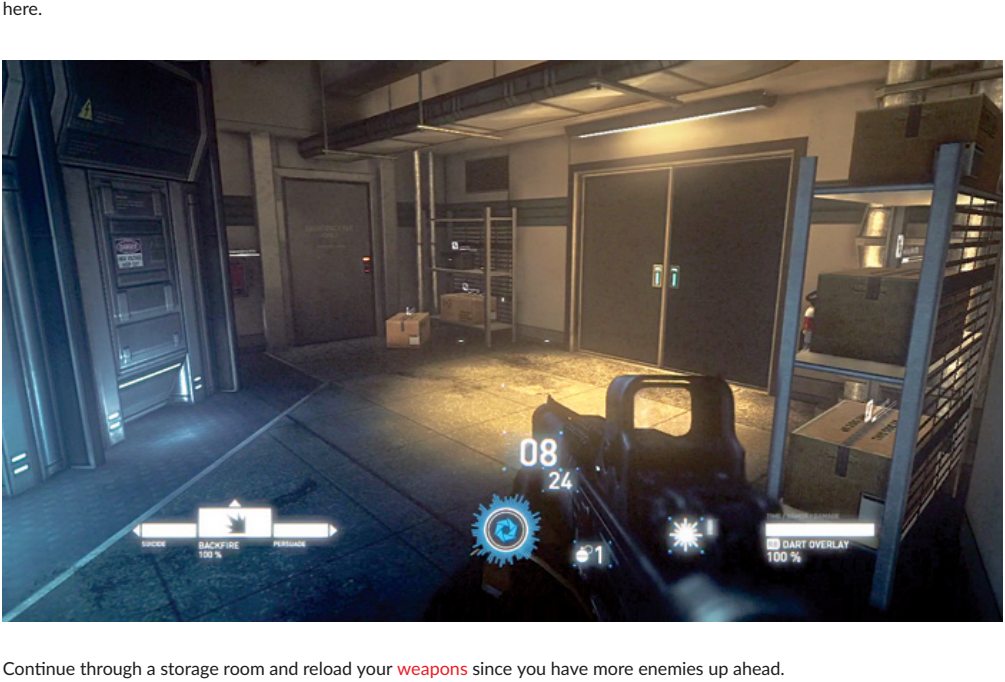
Mikael Maniola, 86, passed away quietly on June 18 in his Manhattan home after a long and productive EuroCorp career as a data entry clerk spanning over five decades. His first 37 years in the EuroCorp family were spent at the Liverpool and Birmingham offices, but he later transferred to the EuroCorp Manhattan Complex where he would continue to work tirelessly until retirement. His long and loyal service to the corporation is both commendable and exemplary, with only four reported sick days on record.

He is survived by his wife of 43 years, Carol, their children Mark, Gregory and Deborah, and 7 grandchildren.

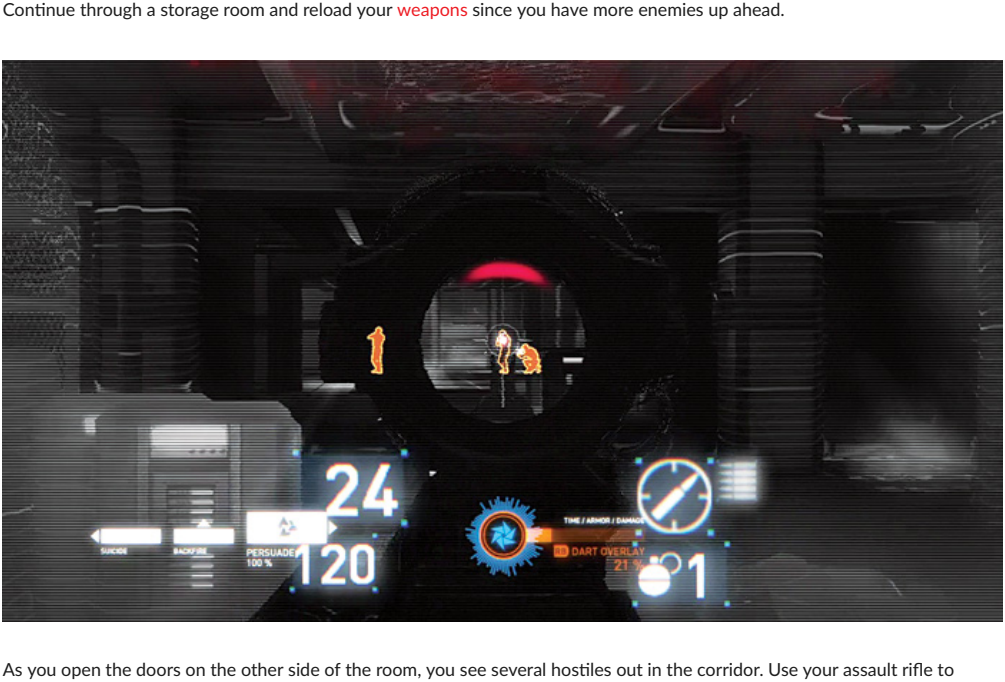
/ end of entry



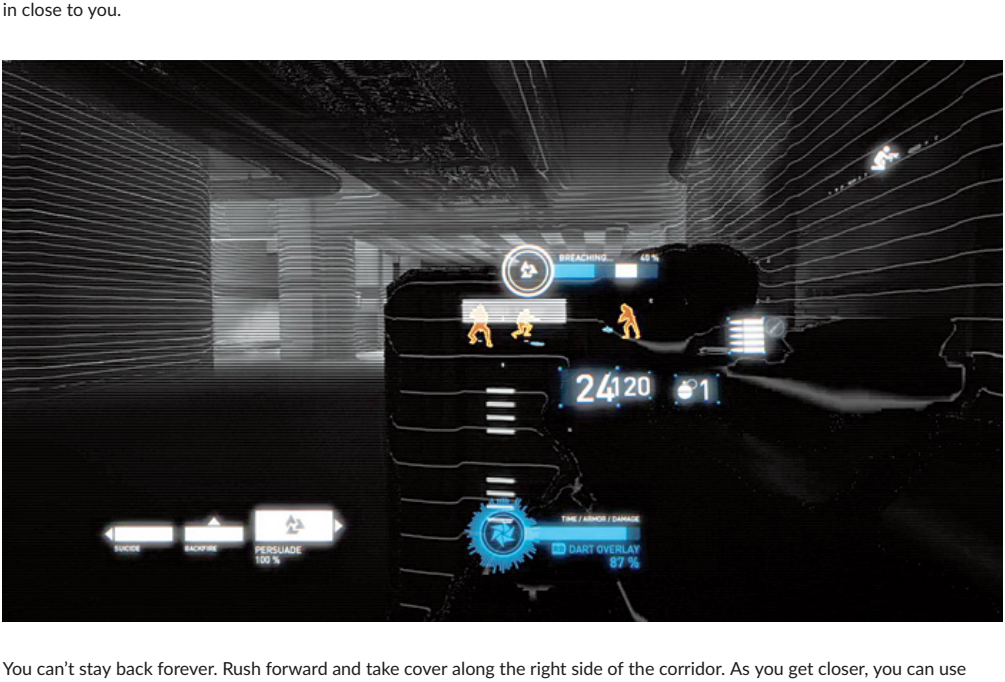
As soon as you go through the door, turn to the right and be ready for a breach on a liquid soldier. Quickly activate DART, and then blast away with your shotgun before he can inflict too much damage on you. There is not a lot of room for running away here.



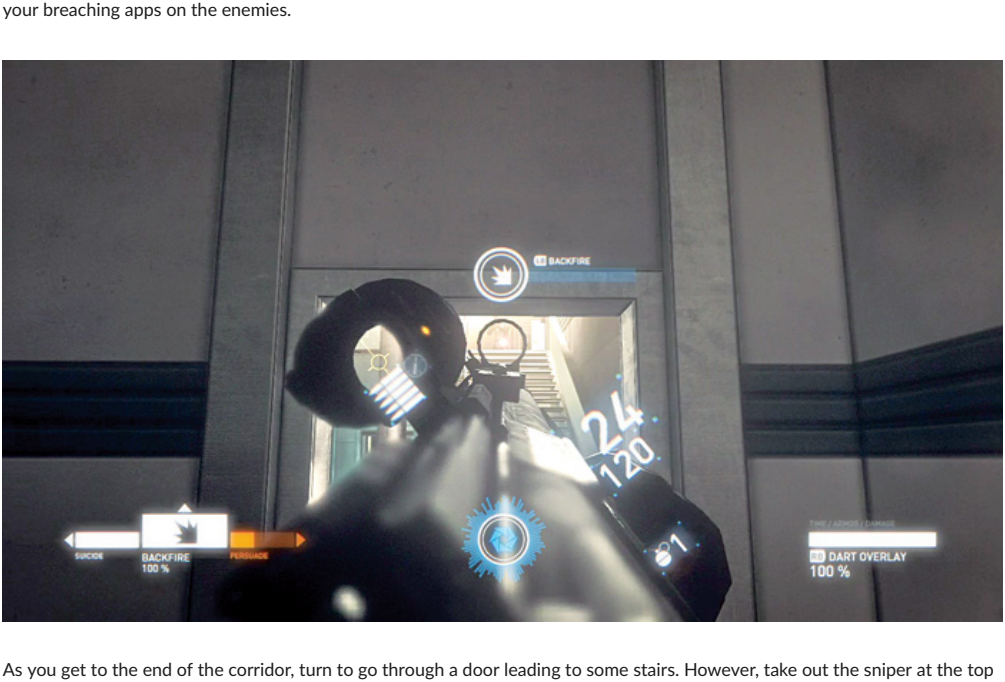
Continue through a storage room and reload your weapons since you have more enemies up ahead.



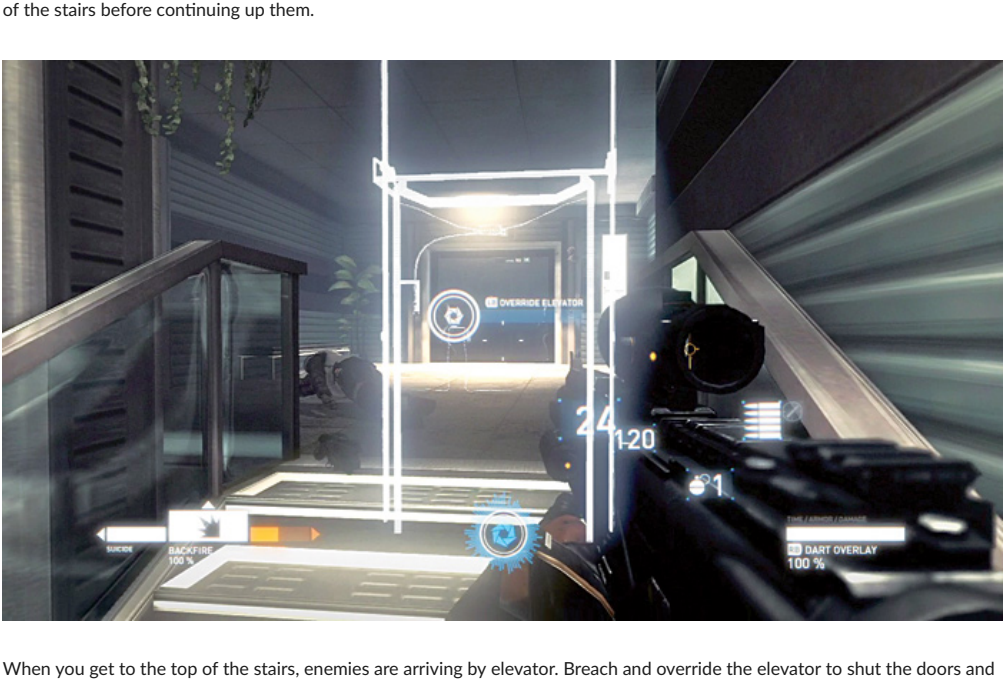
As you open the doors on the other side of the room, you see several hostiles out in the corridor. Use your assault rifle to engage them at long range. Go for the snipers with the laser sights first, then the rest. Watch for others that try to rush to get in close to you.



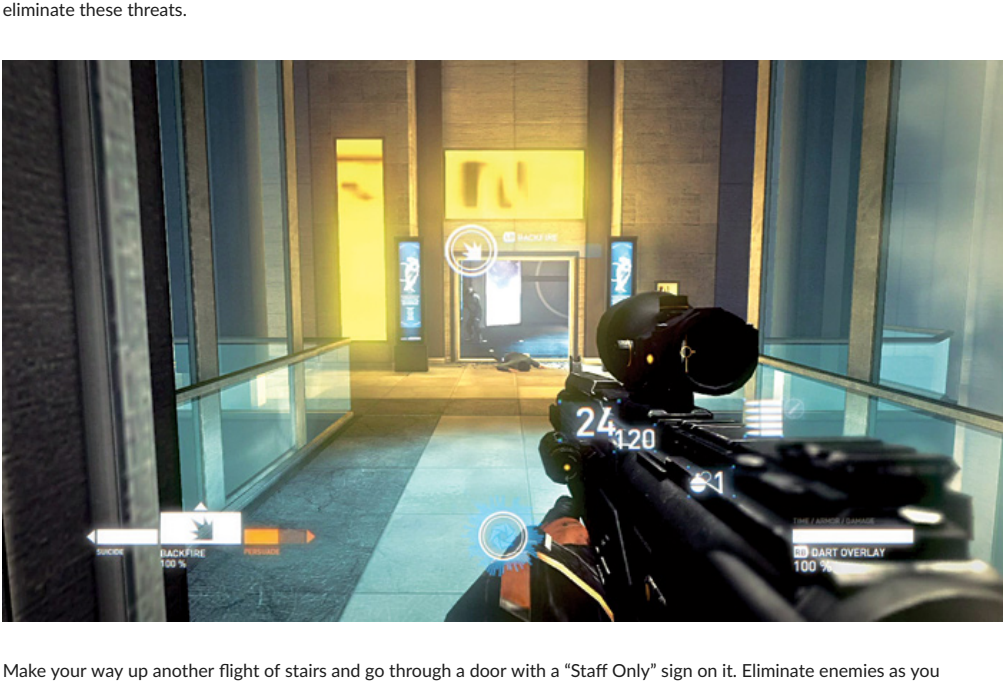
You can't stay back forever. Rush forward and take cover along the right side of the corridor. As you get closer, you can use your breaching apps on the enemies.



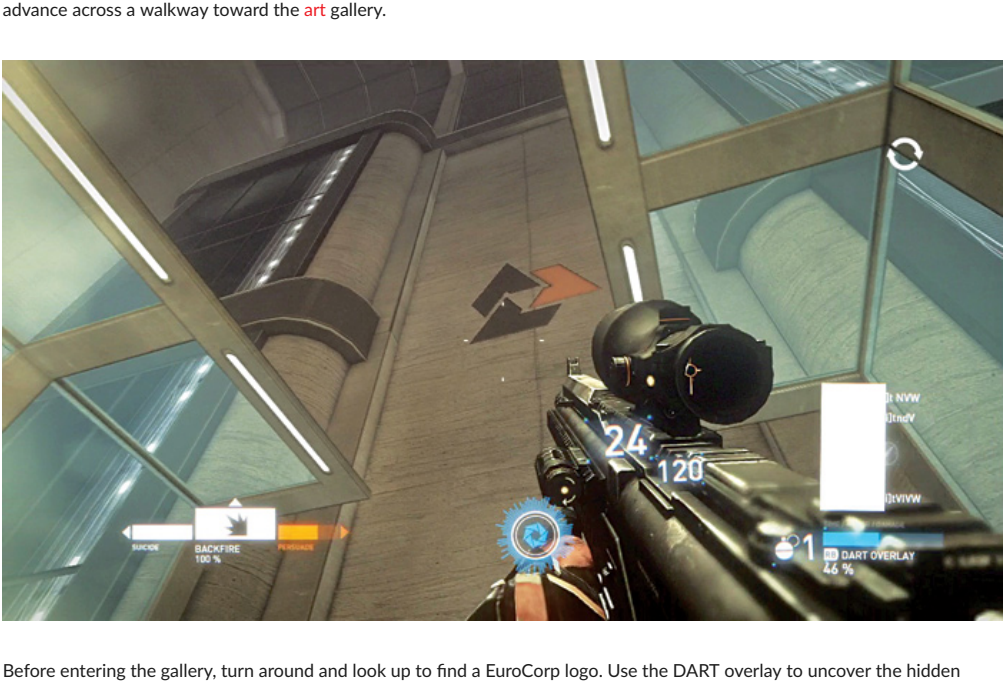
As you get to the end of the corridor, turn to go through a door leading to some stairs. However, take out the sniper at the top of the stairs before continuing up them.



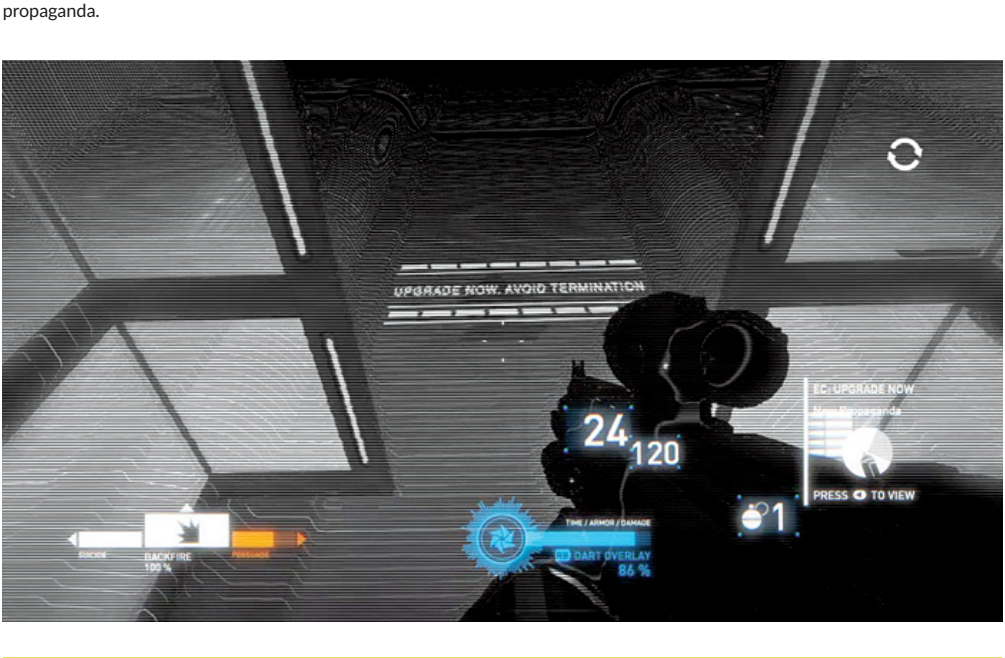
When you get to the top of the stairs, enemies are arriving by elevator. Breach and override the elevator to shut the doors and eliminate these threats.



Make your way up another flight of stairs and go through a door with a "Staff Only" sign on it. Eliminate enemies as you advance across a walkway toward the art gallery.



Before entering the gallery, turn around and look up to find a EuroCorp logo. Use the DART overlay to uncover the hidden propaganda.

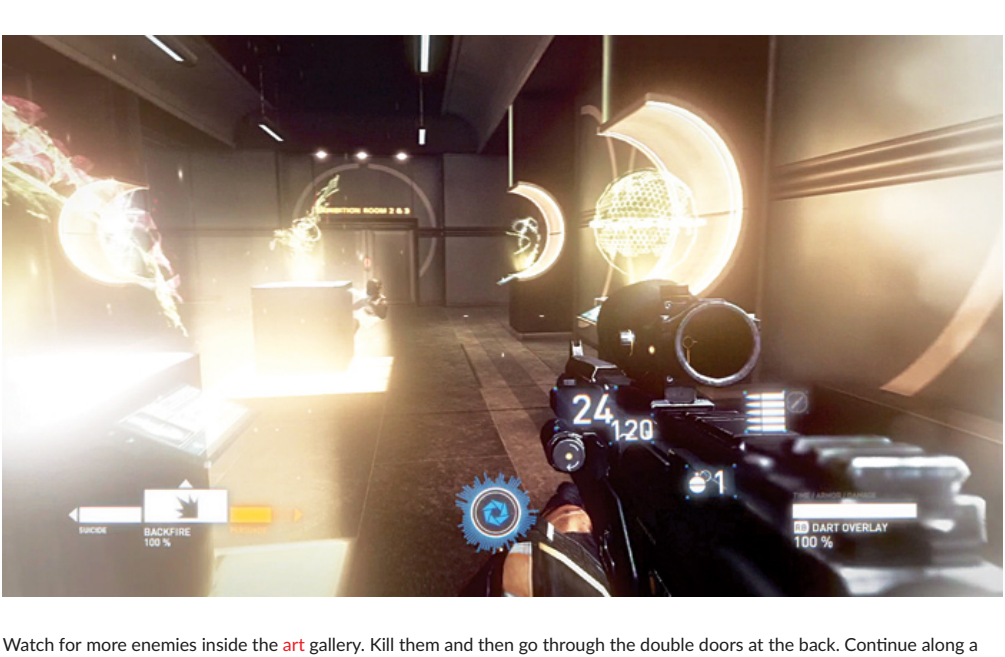


### New Propaganda

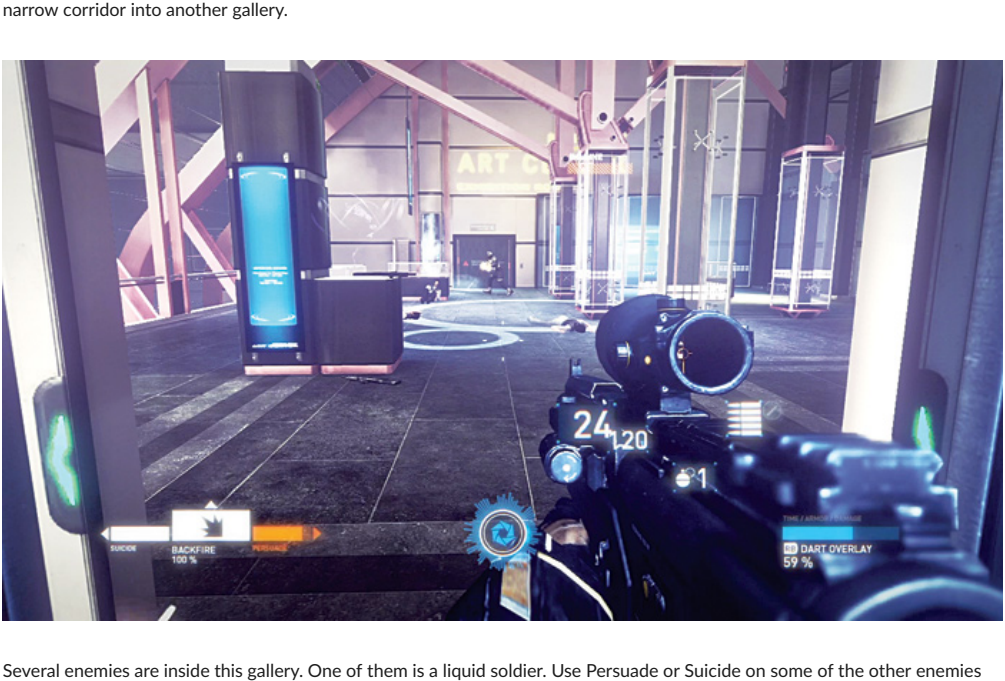
**EC:** UPGRADE NOW

**"UPGRADE NOW. AVOID TERMINATION."**

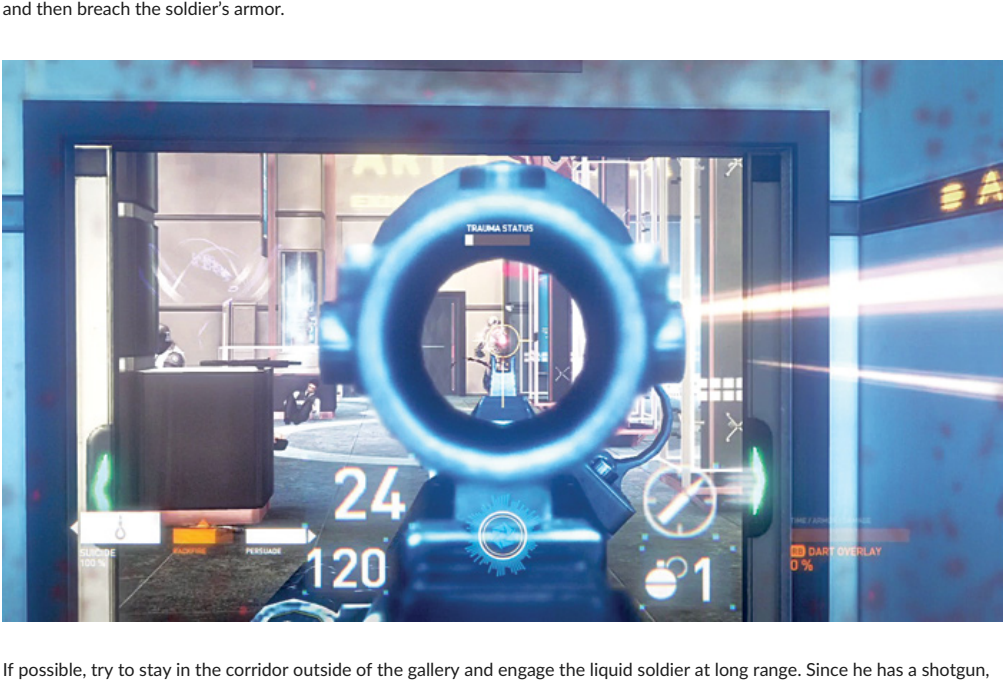
—EuroCorp



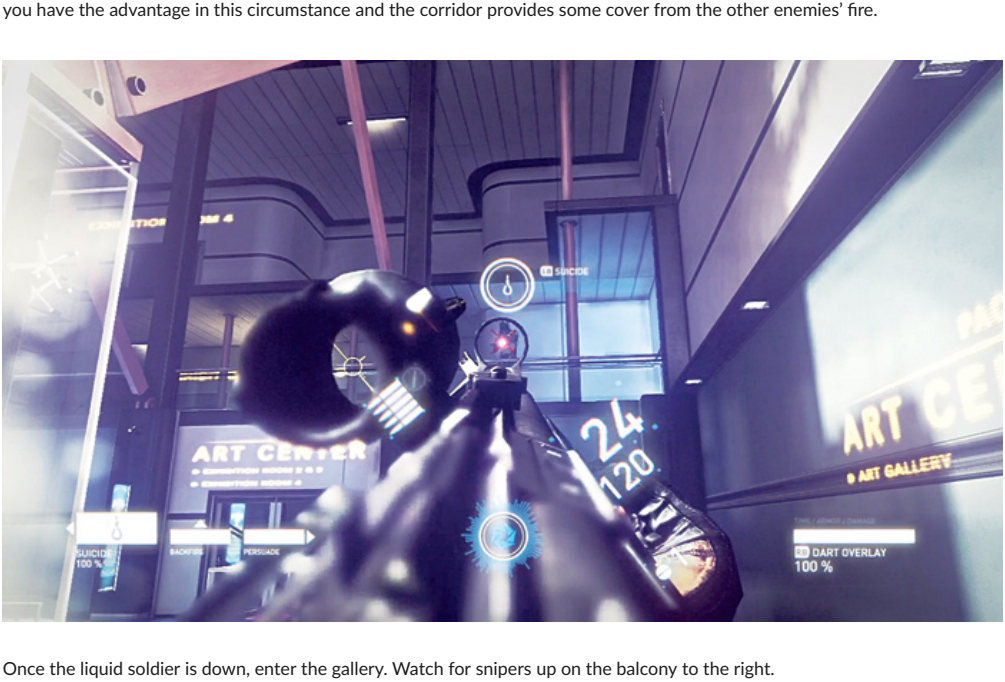
Watch for more enemies inside the art gallery. Kill them and then go through the double doors at the back. Continue along a narrow corridor into another gallery.



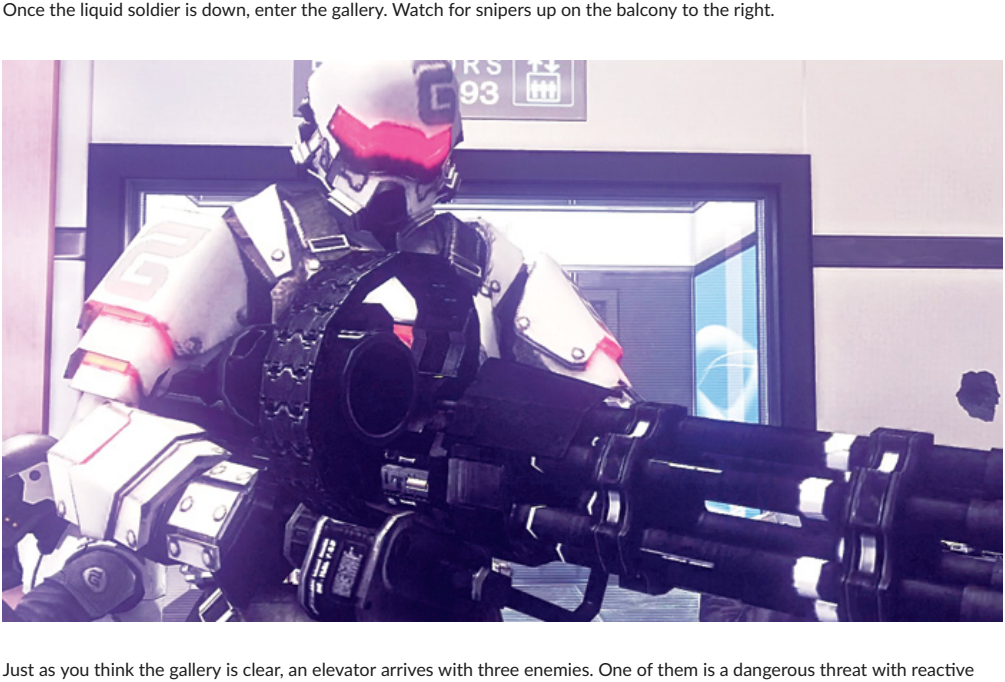
Several enemies are inside this gallery. One of them is a liquid soldier. Use Persuade or Suicide on some of the other enemies and then breach the soldier's armor.



If possible, try to stay in the corridor outside of the gallery and engage the liquid soldier at long range. Since he has a shotgun, you have the advantage in this circumstance and the corridor provides some cover from the other enemies' fire.



Once the liquid soldier is down, enter the gallery. Watch for snipers up on the balcony to the right.



Just as you think the gallery is clear, an elevator arrives with three enemies. One of them is a dangerous threat with reactive armor.

### New Threat Profile

**THREAT:** REACTIVE ARMOR

/ THREAT ANALYSIS

**Type:** Reactive Soldier
**Feature:** Layered Counterblast body armor
**Manufacturer:** Vanadium Tech Solutions (Cayman Global)

TACTICAL SUMMARY

Micro-detonator cells counter most known projectiles and explosives.

Breaching will short out a counterblast governor, disabling the current layer.

Enough physical damage will destroy the layer, exposing a secondary counterblast governor. Remove all governors to breach the sensory control system overloading all micro-explosives.

INTEL FEED

Originally developed for tanks, Vanadium Tech's Reactive Armoring provides a patented counterblast system capable of repelling both solid type and explosive projectiles in the 8 to 27 millimeters range, with partial protection also afforded against higher calibers, tunneling rounds and localized high-yield fragmentation devices.

Internal compressors and an Antishock system allow for heavy armaments and protection from external non-projectile forces.

The suit's sensory control system accurately predicts projectile impacts and detonates a micro-explosive charge on the surface of the suit at the moment of impact. This opposing force counteracts the momentum of all but the largest caliber of bullets.

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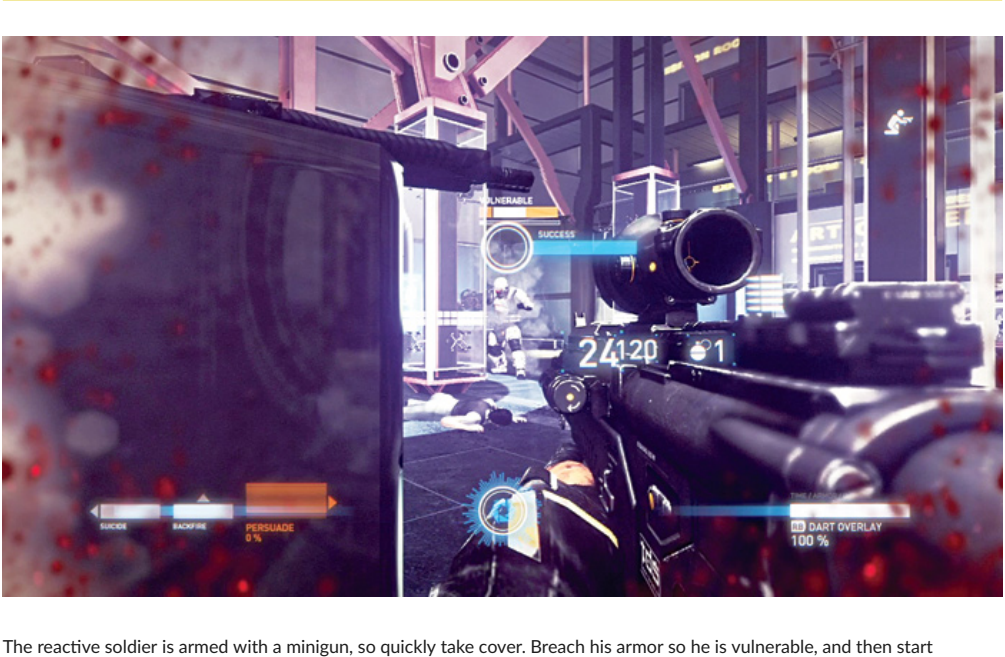
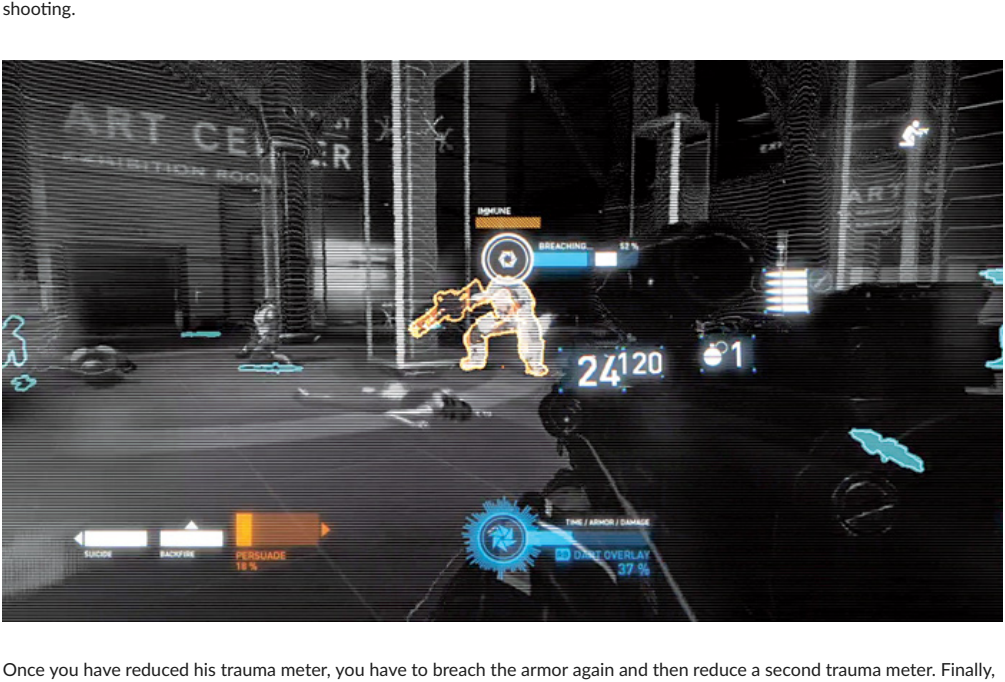
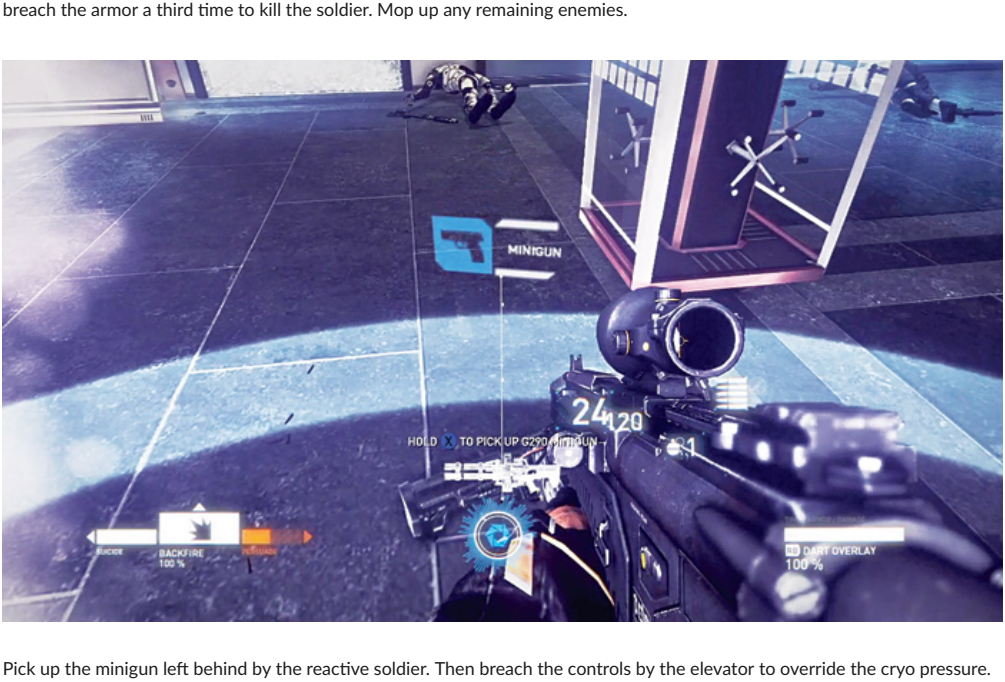


The reactive soldier is armed with a minigun, so quickly take cover. Breach his armor so he is vulnerable, and then start shooting.



Once you have reduced his trauma meter, you have to breach the armor again and then reduce a second trauma meter. Finally, breach the armor a third time to kill the soldier. Mop up any remaining enemies.



Pick up the minigun left behind by the reactive soldier. Then breach the controls by the elevator to override the cryo pressure. As the super-cooled gases hit the ballistic glass covering the elevator door, it freezes. Blast away with the minigun to shatter the door so you can enter the elevator. Press the action button near the controls to send the elevator to the desired level.

### G290 MINIGUN

/ PRODUCT SUMMARY

**Model:** G290 Minigun
**Manufacturer:** Saxe-Deimling (non-aligned)
**Projectile:** 30 mm AP (auto)
**Weight:** 115.7 lb (52.5 kg)

TACTICAL SUMMARY

**Primary Fire:** Full automatic fire
**Secondary Fire:** N/A
**Additional:** Hold the aim button to spin up the barrels prematurely. The minigun holds infinite ammo.

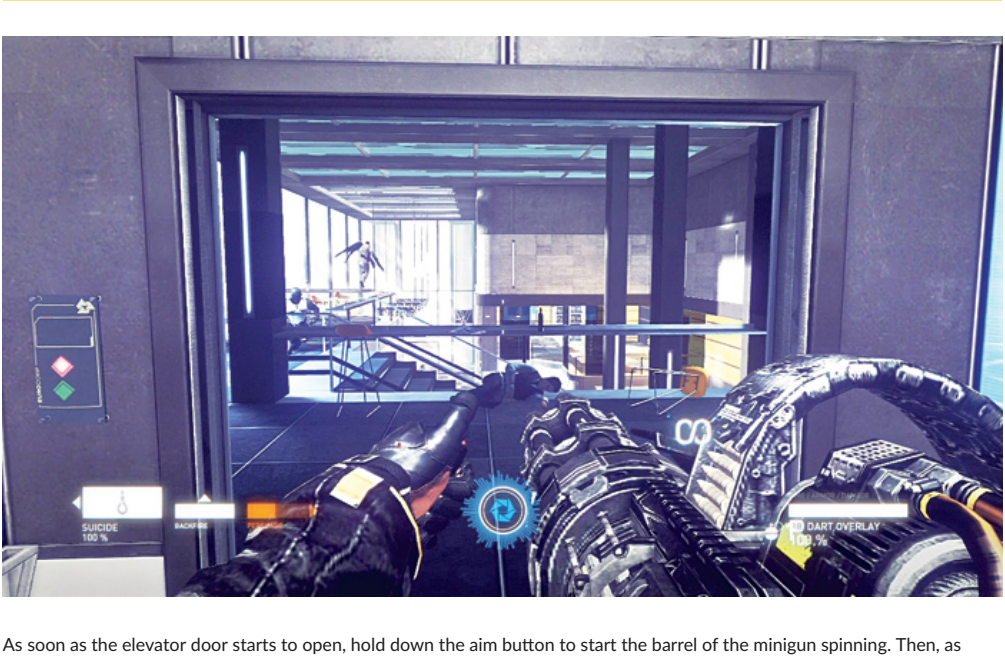
INTEL FEED

The Harbinger G290 Minigun is a massive multibarrel machine gun from Saxe-Deimling. It is designed for mechanized infantry and gunship platforms. Licensed production has been in effect since 2061, most frequently in existing vehicle and weapon systems manufacturers.

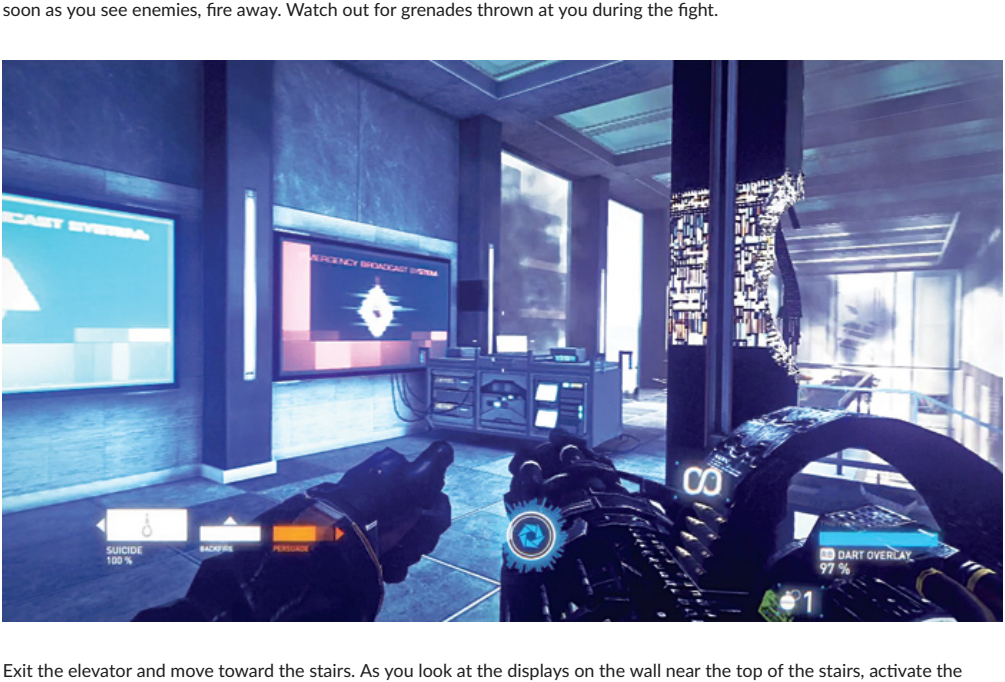
The heavy weight restricts the use to gun mounts and enforced Agents. The grip has a built-in bullet feed chip-access system allowing data transfer between the gun and the user's chip.

The Harbinger fires 30 mm armor-piercing discarding sabot rounds, can only fire with the barrels in full spin and therefore requires a brief windup period before fire.

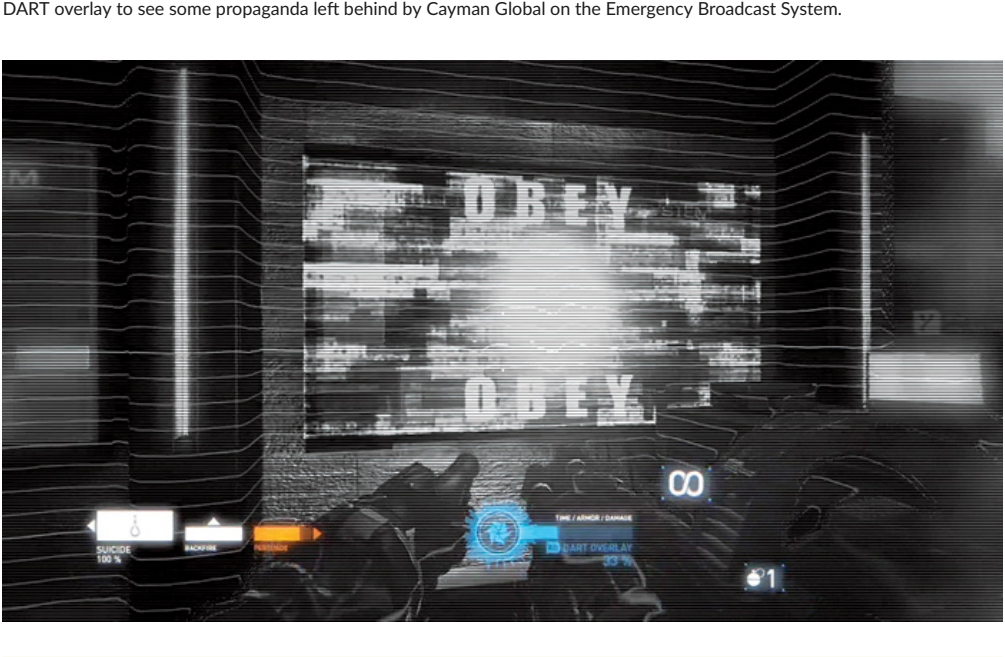
/ end of entry



As soon as the elevator door starts to open, hold down the aim button to start the barrel of the minigun spinning. Then, as soon as you see enemies, fire away. Watch out for grenades thrown at you during the fight.



Exit the elevator and move toward the stairs. As you look at the displays on the wall near the top of the stairs, activate the DART overlay to see some propaganda left behind by Cayman Global on the Emergency Broadcast System.



### New Propaganda

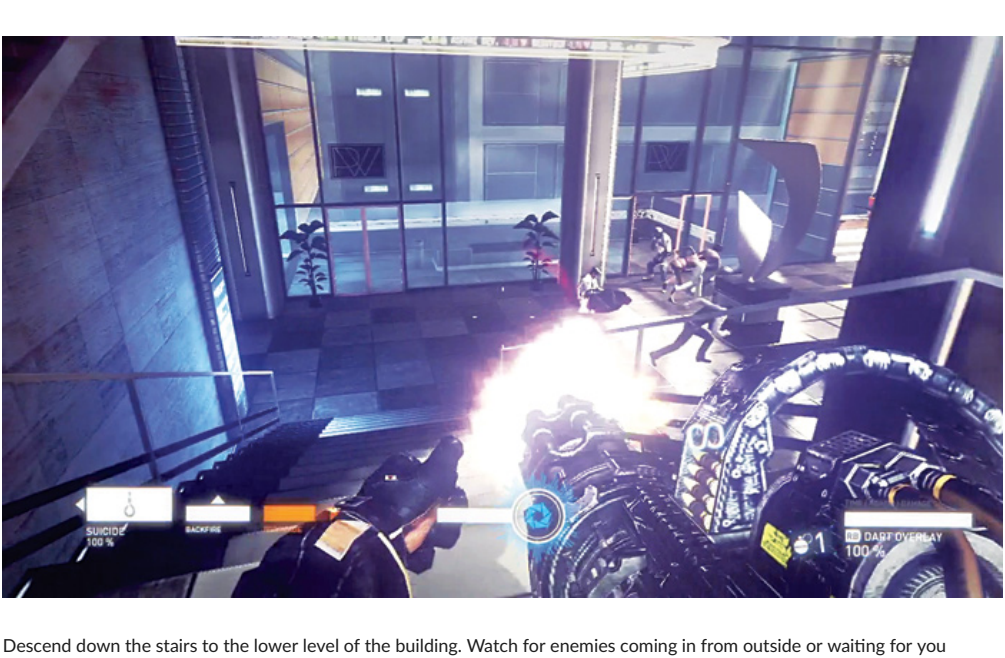
**CG:** OBEY

**"OBEY."**

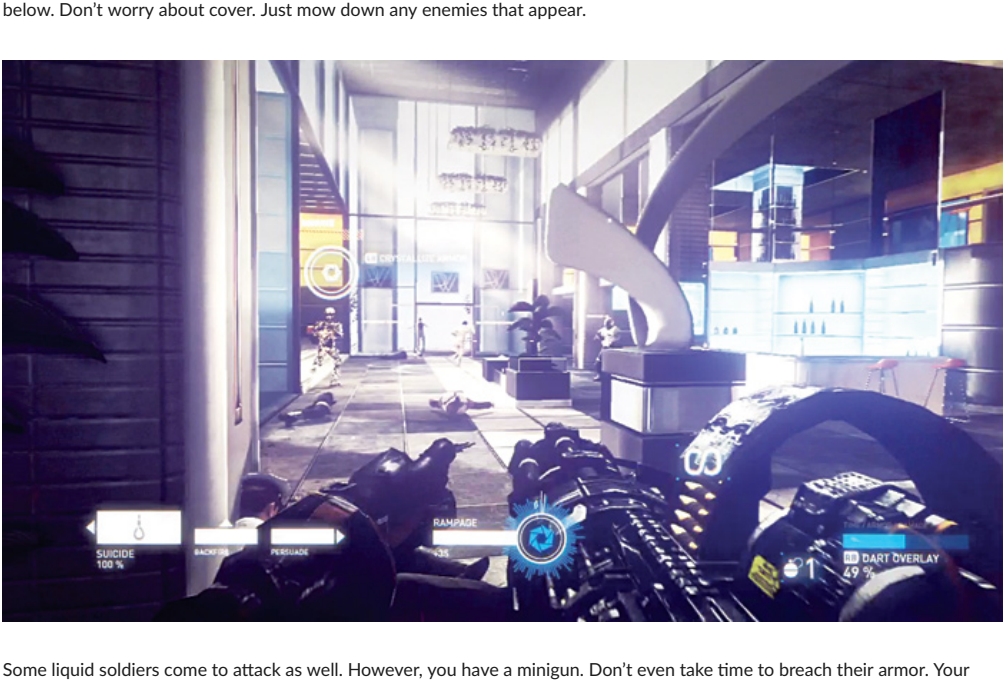
—Cayman Global

### Wetware Integrity Policy

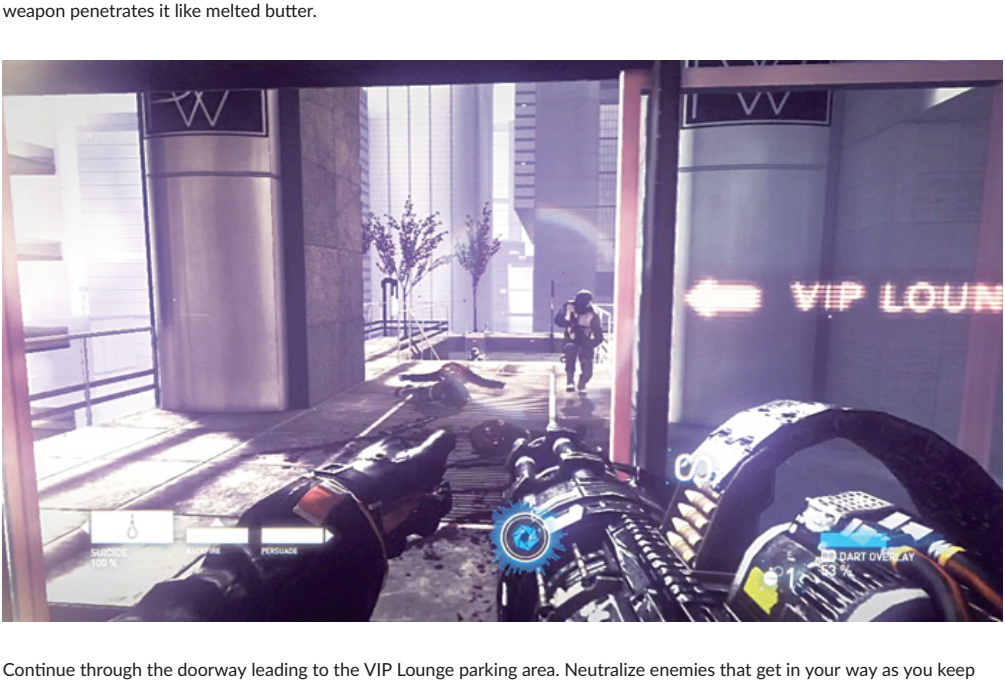
Don't kill any EuroCorp civilians with the minigun in order to earn this award



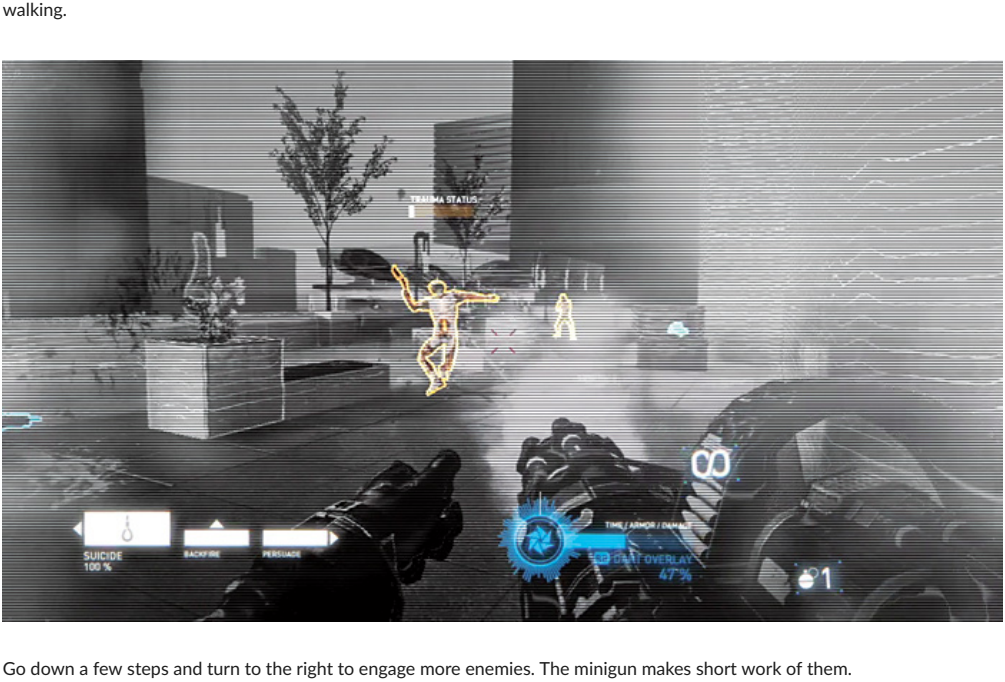
Descend down the stairs to the lower level of the building. Watch for enemies coming in from outside or waiting for you below. Don't worry about cover. Just mow down any enemies that appear.



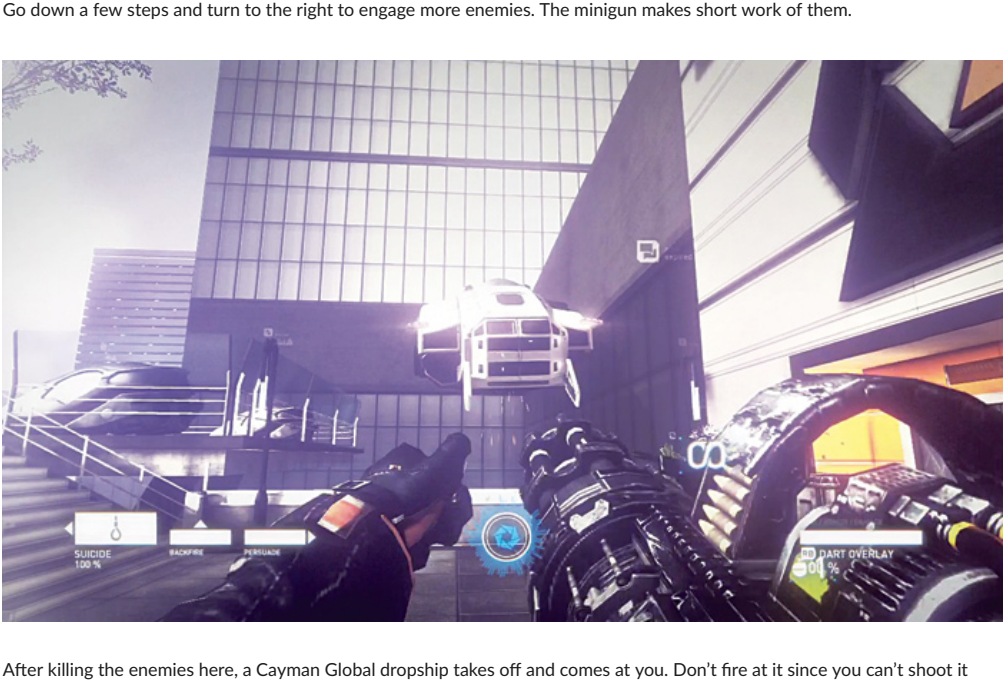
Some liquid soldiers come to attack as well. However, you have a minigun. Don't even take time to breach their armor. Your weapon penetrates it like melted butter.



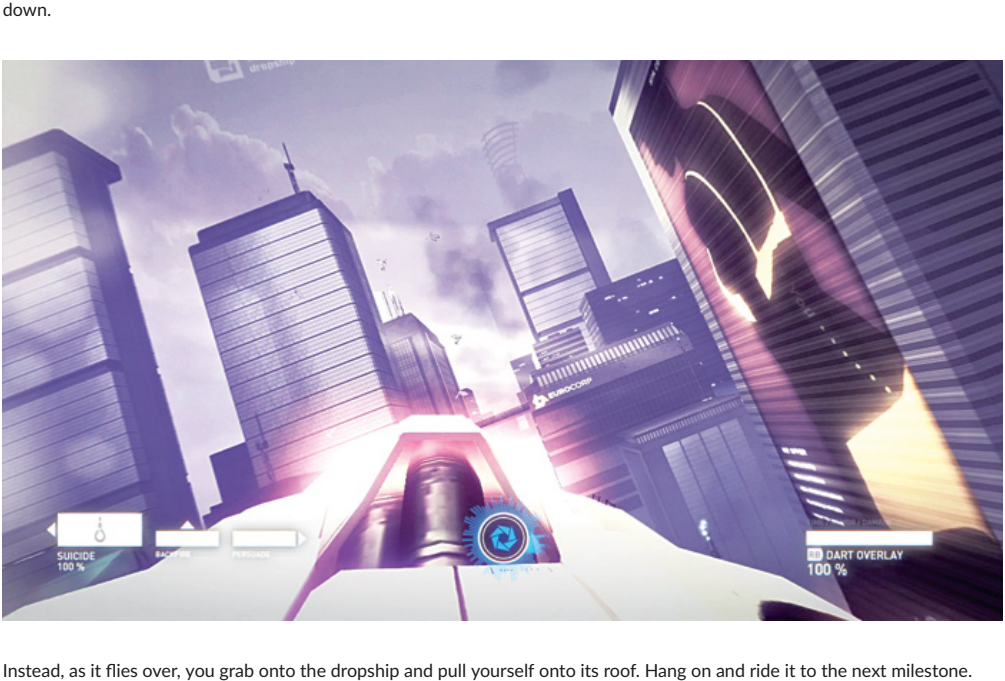
Continue through the doorway leading to the VIP Lounge parking area. Neutralize enemies that get in your way as you keep walking.



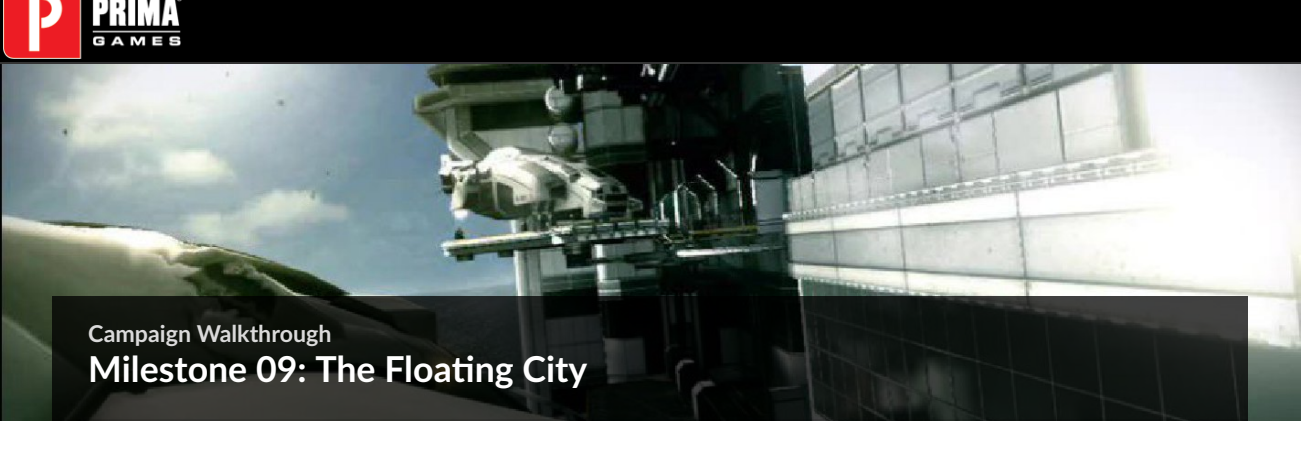
Go down a few steps and turn to the right to engage more enemies. The minigun makes short work of them.



After killing the enemies here, a Cayman Global dropship takes off and comes at you. Don't fire at it since you can't shoot it down.

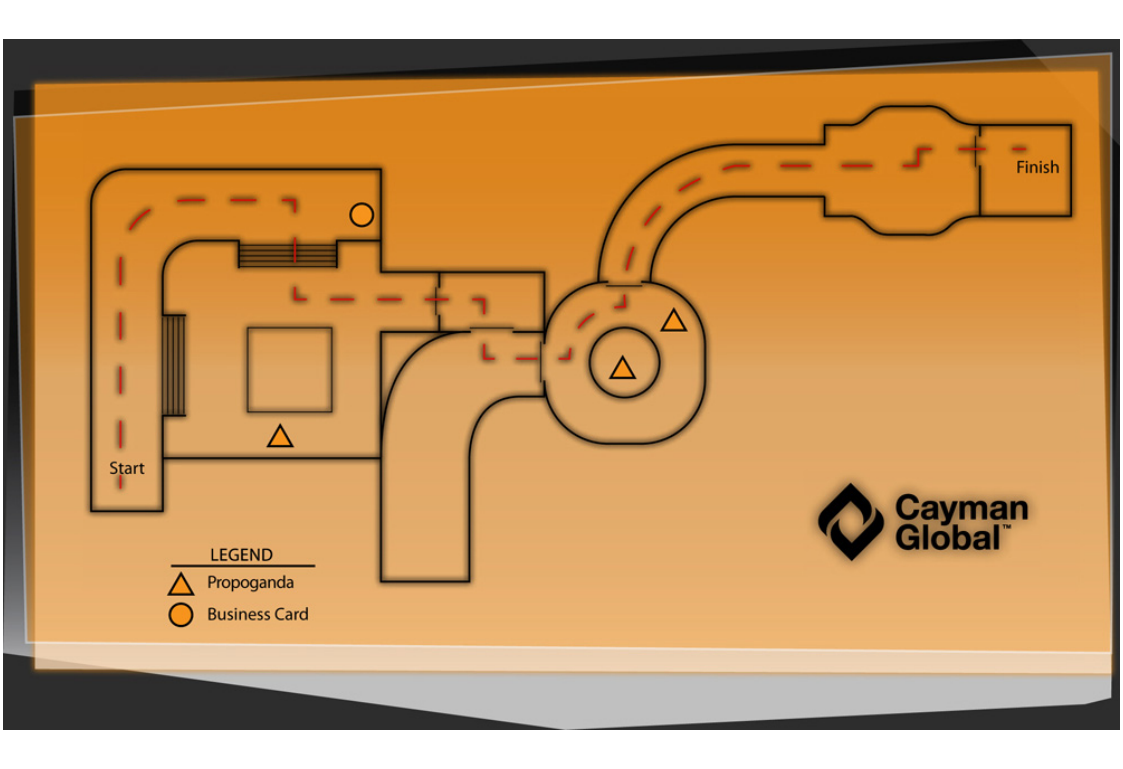


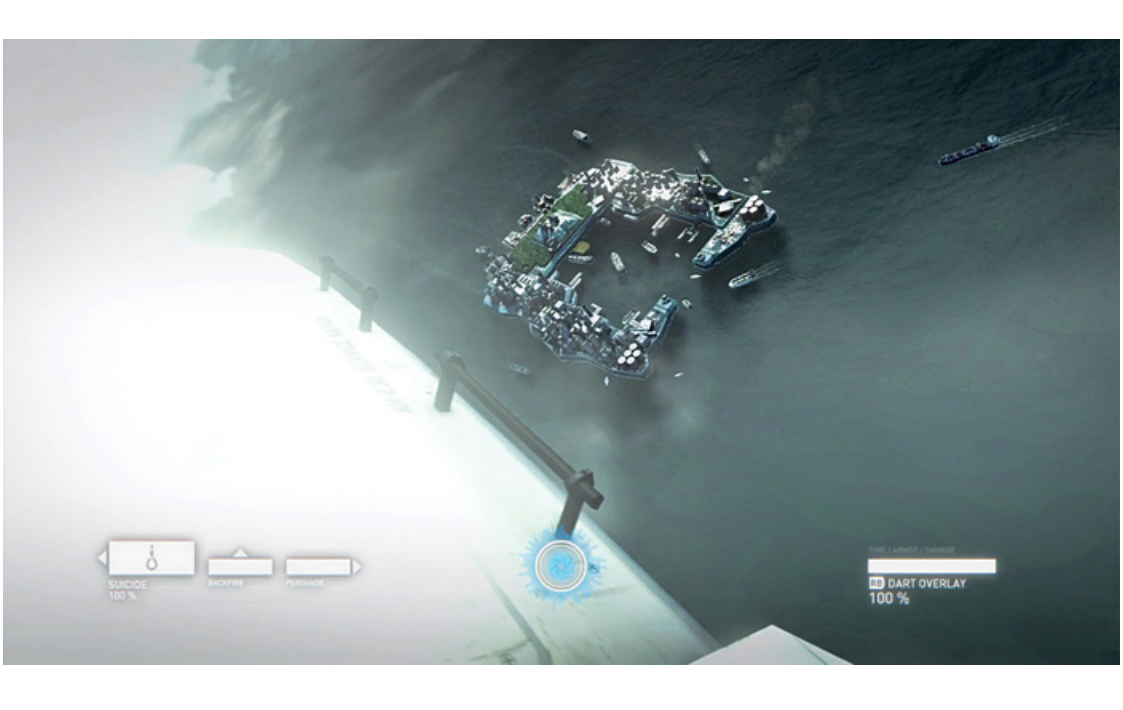
Instead, as it flies over, you grab onto the dropship and pull yourself onto its roof. Hang on and ride it to the next milestone.



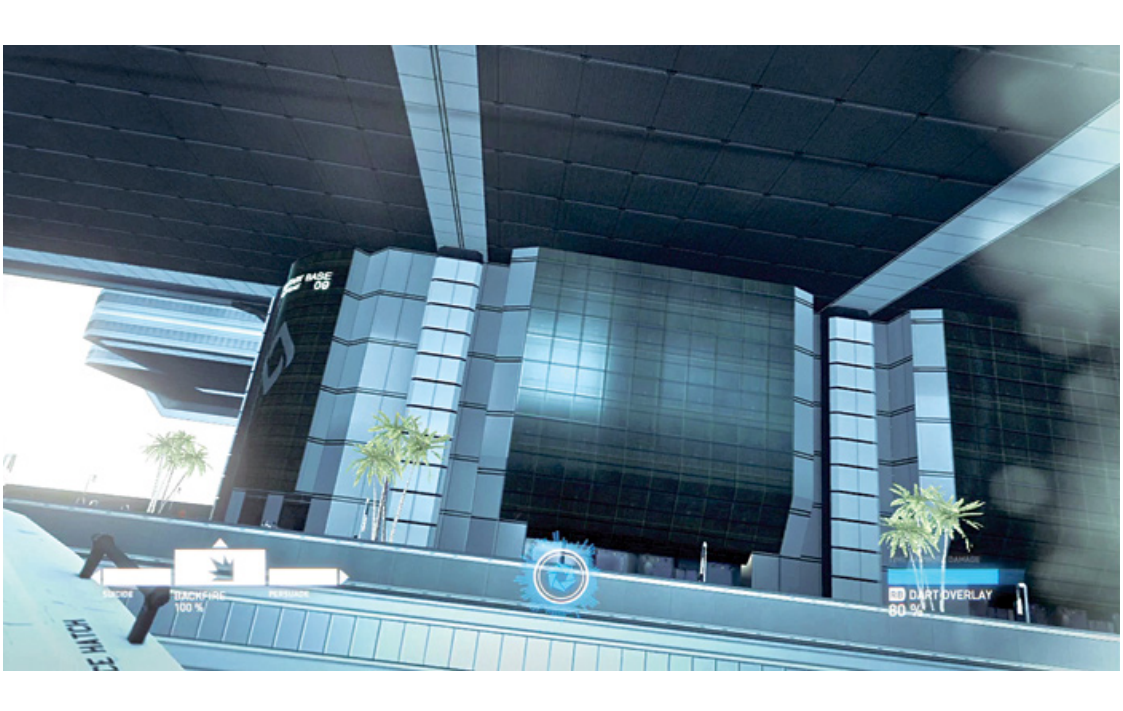
Campaign Walkthrough

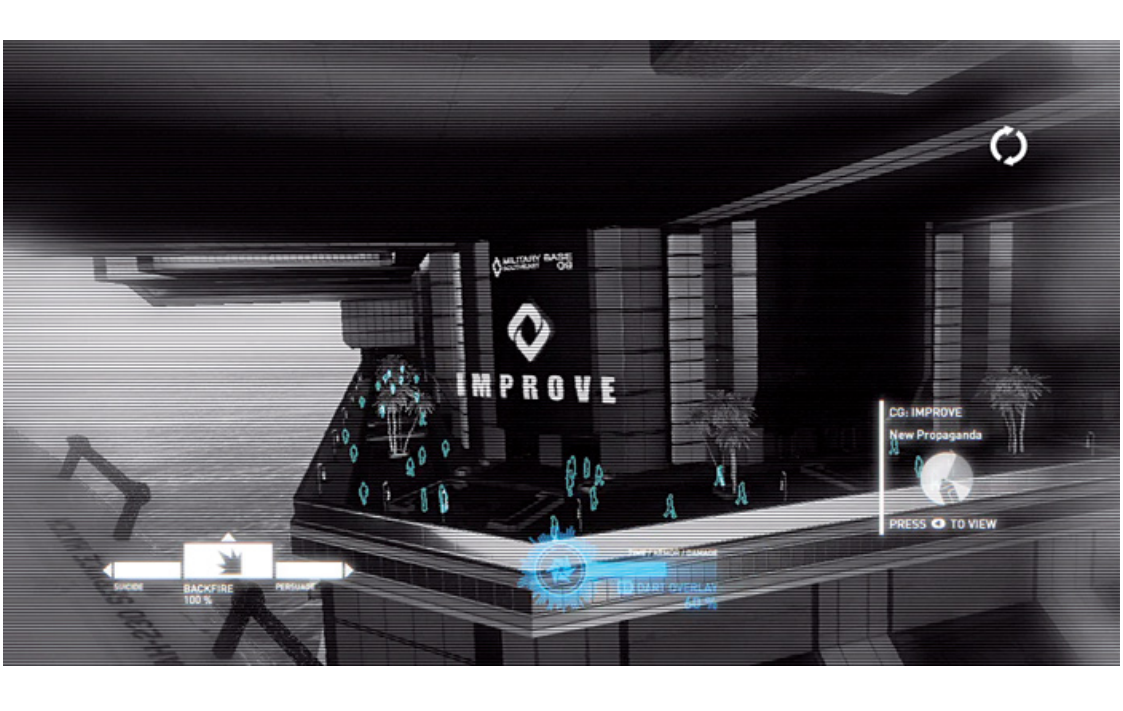
# Milestone 09: The Floating City


Finish
Start
LEGEND
Propoganda
Business Card
Cayman Global


DART OVERLAY
100 %

After a long flight from New York City, the dropship arrives at the floating city of La Ballena. Hang on until the dropship comes to a complete stop.


BACKFIRE
100 %
DART OVERLAY
80 %


MILITARY BASE
09
IMPROVE
CG: IMPROVE
New Propaganda
PRESS TO VIEW
BACKFIRE
100 %

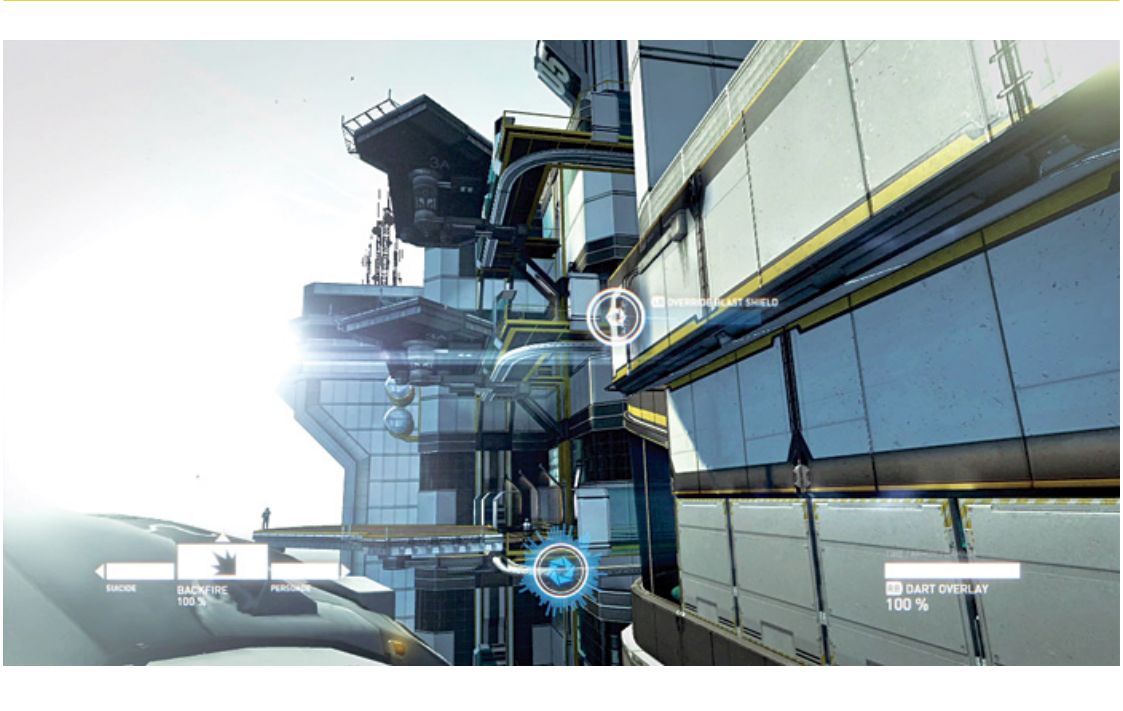
As you are flying by the floating city, look for a large Cayman Global logo on a black wall. Quickly activate your DART overlay so you can see the propaganda before you move past it.

### New Propaganda

**CG:** IMPROVE

**"IMPROVE."**

—Cayman Global

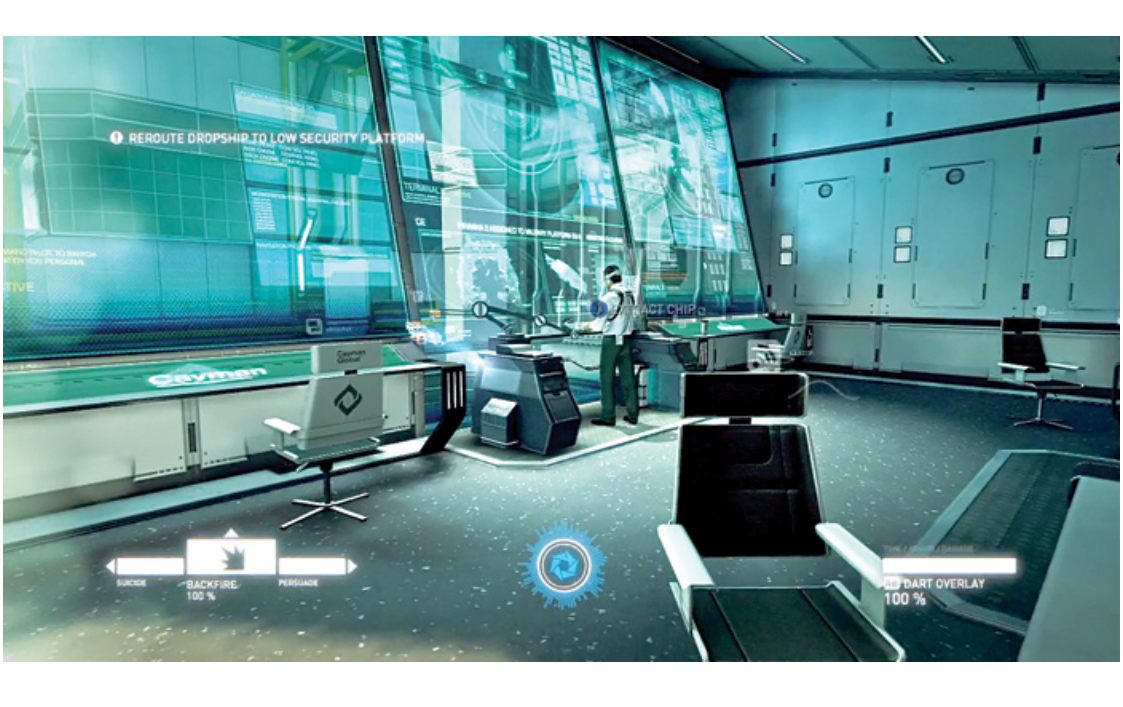

BLAST SHIELD
DART OVERLAY
100 %

When the dropship comes to a halt, look for a control box up on the side of the building. Breach it to override the blast shield.

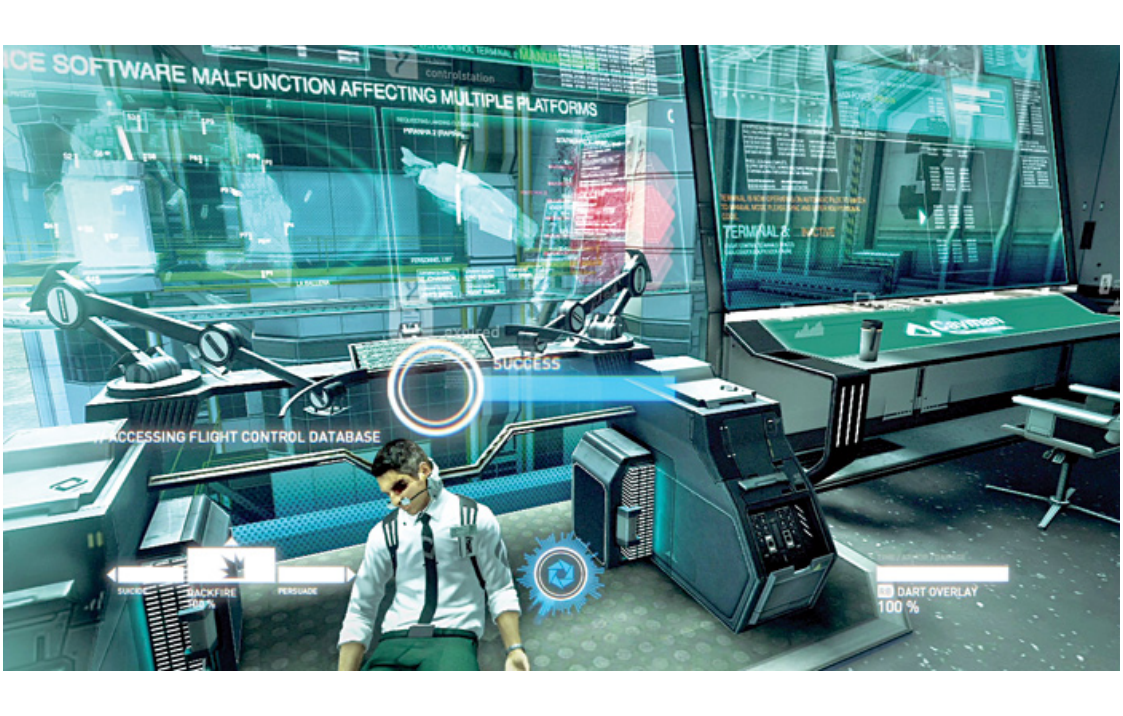
BACKFIRE
DART OVERLAY
100 %

Once the blast shield opens, move to the edge of the dropship and jump through a window to land inside the building.

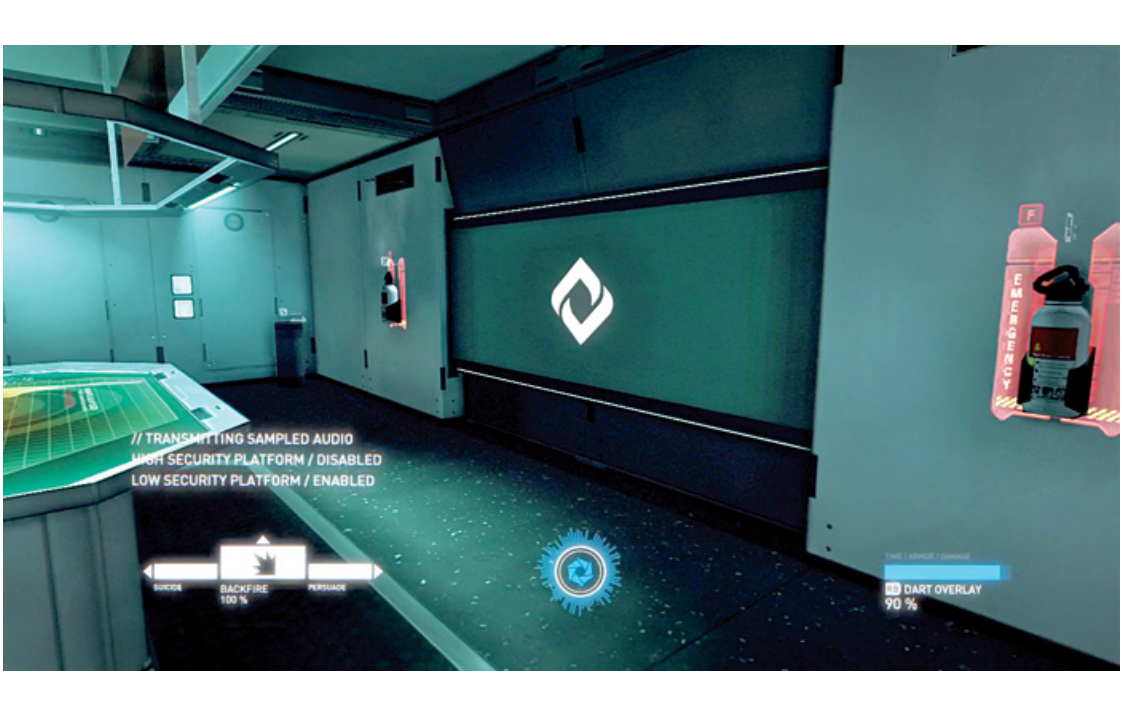
## Reroute Dropship to Low Security Platform


REROUTE DROPSHIP TO LOW SECURITY PLATFORM
BACKFIRE
100 %
DART OVERLAY
100 %

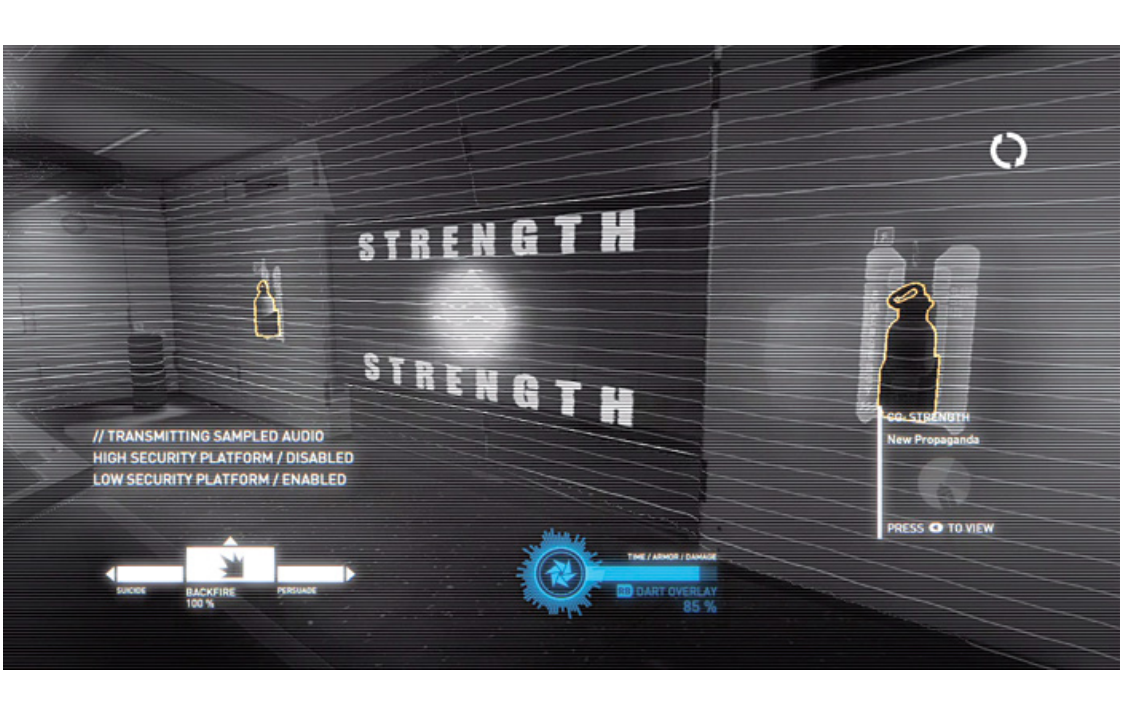
Move across the room toward the flight controller, who is focused on his work. Come up behind him and press the action button to extract his chip. As a reward, you get to add an upgrade to your own chip.


ICE SOFTWARE MALFUNCTION AFFECTING MULTIPLE PLATFORMS
ACCESSING FLIGHT CONTROL DATABASE
DART OVERLAY
100 %

Now that you have the chip, breach the console to override the air control and send the dropship to a low security platform so it will be easier to get Dr. Lilian Drawl away from the Cayman Global Agent.


// TRANSMITTING SAMPLED AUDIO
HIGH SECURITY PLATFORM / DISABLED
LOW SECURITY PLATFORM / ENABLED
BACKFIRE
100 %
DART OVERLAY
90 %

Stay in the room until the air control is rerouted. Also, you must wait until you have acquired some datascape camouflage so that you can move about the facility without arousing suspicion. While you are waiting, search the room. Look at the Cayman Global logo on the back wall and then activate the DART overlay to see the hidden propaganda on it.

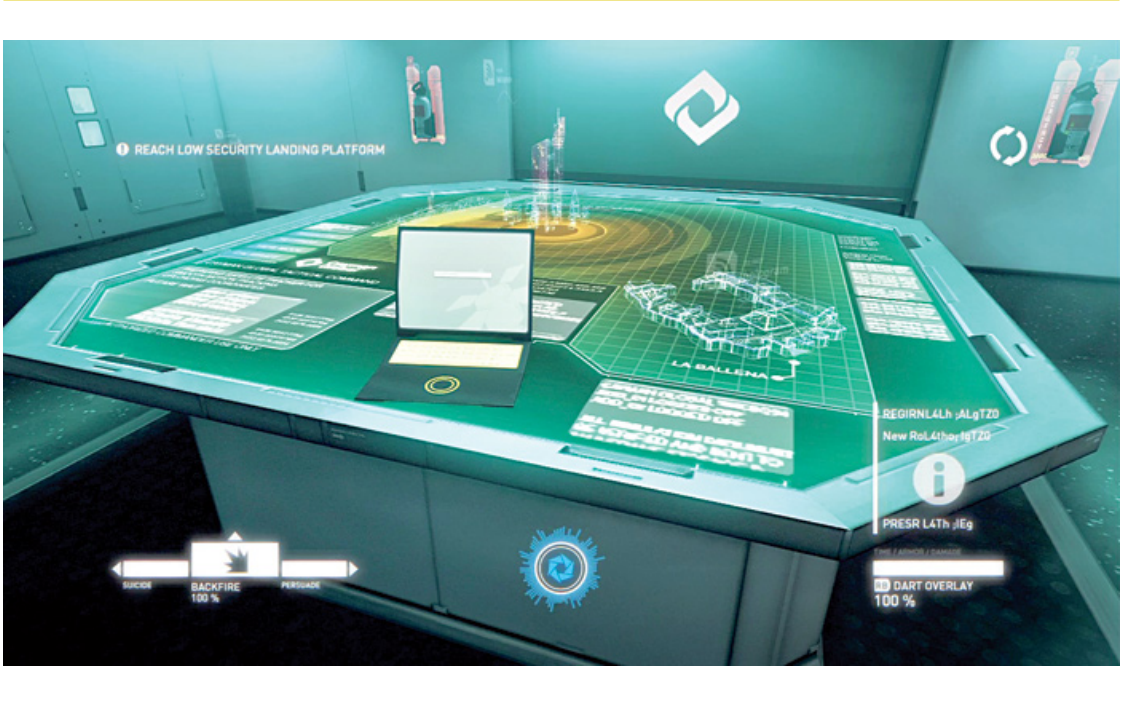

STRENGTH
STRENGTH
// TRANSMITTING SAMPLED AUDIO
HIGH SECURITY PLATFORM / DISABLED
LOW SECURITY PLATFORM / ENABLED
CG: STRENGTH
New Propaganda
PRESS TO VIEW
BACKFIRE
100 %
DART OVERLAY
85 %

### New Propaganda

**CG:** STRENGTH

**"STRENGTH."**

—Cayman Global


REACH LOW SECURITY LANDING PLATFORM
BACKFIRE
100 %
DART OVERLAY
100 %

Check out the laptop on the large table by the propaganda. You can access data from it to add to your database. There is a second laptop by the large window facing the dropship.

### New Location Intel

**REGION:** LA BALLENA

**/ LOCATION PROPERTIES**

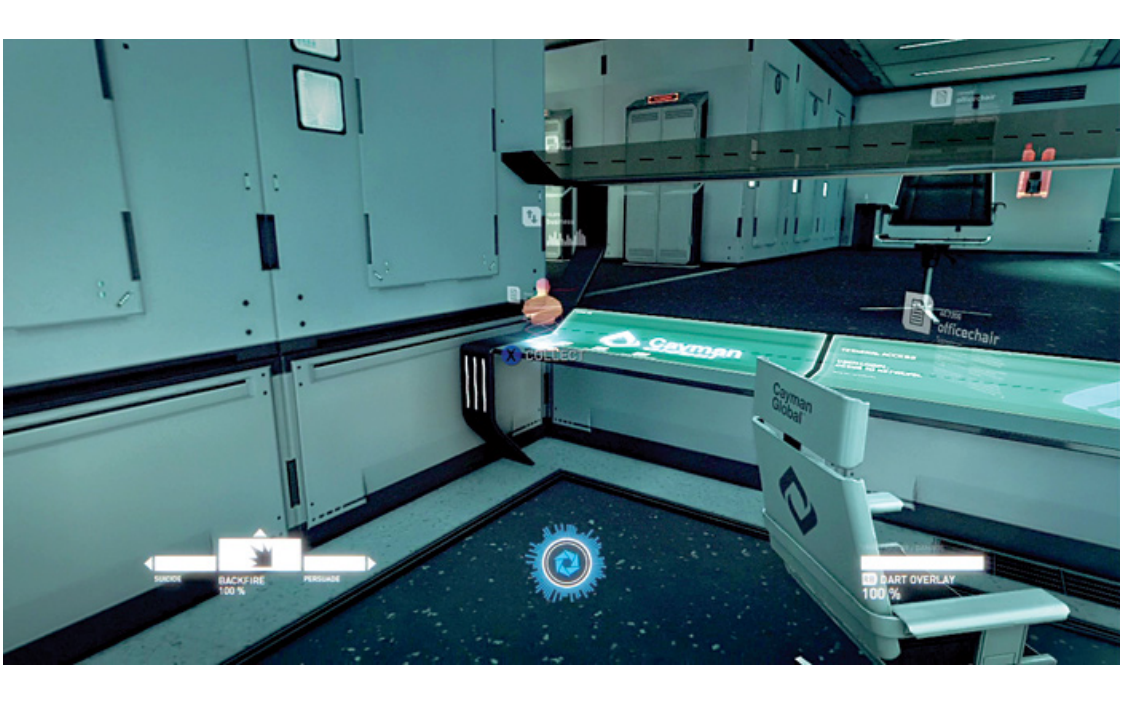
**Area:** La Ballena, (city-raft)
**Affiliation:** Cayman Global
**Center of Power:** N/A
**City Area:** 4.36 sq mi (11.3 km2), 27 stories high
**Consumer Market:** 152,326 (permanent residents)/23,433 (visitors)

**INTEL FEED**

/ Excerpt_CTN.NewsNetwork.article3114-2068

The La Ballena, known as the "Caribbean Whale," is the largest city-raft in the world, and one of the largest man-made objects ever constructed. It serves as the flagship of the Cayman Global Syndicate, and has been an instrumental cornerstone in their power projection ability since it was launched in 2065 at the Caracas offshore shipyards.

/ end of entry


BACKFIRE
100 %
DART OVERLAY

Next, look for a business card. It is located on the console across from the dead flight controller. Pick it up and add the business card to your collection.

### New Personnel Log

**JACINTA RUIZ**

**/ PROFILE ENTRY**

**Name:** Jacinta Ruiz
**Age:** 23
**Position:** Unknown
**Affiliation:** Cayman Global
**Clearance:** Unknown

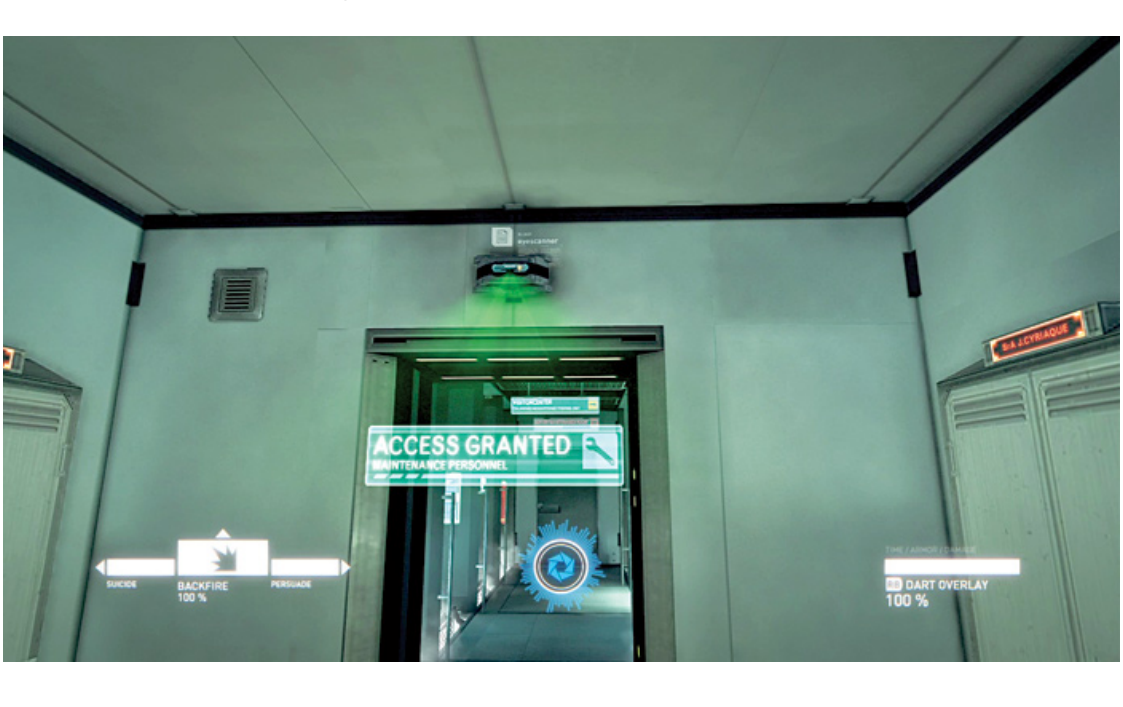
**LOGGED ENTRY**

/ CG.CovertAcquisitions, D-section: debriefing_response 311-T

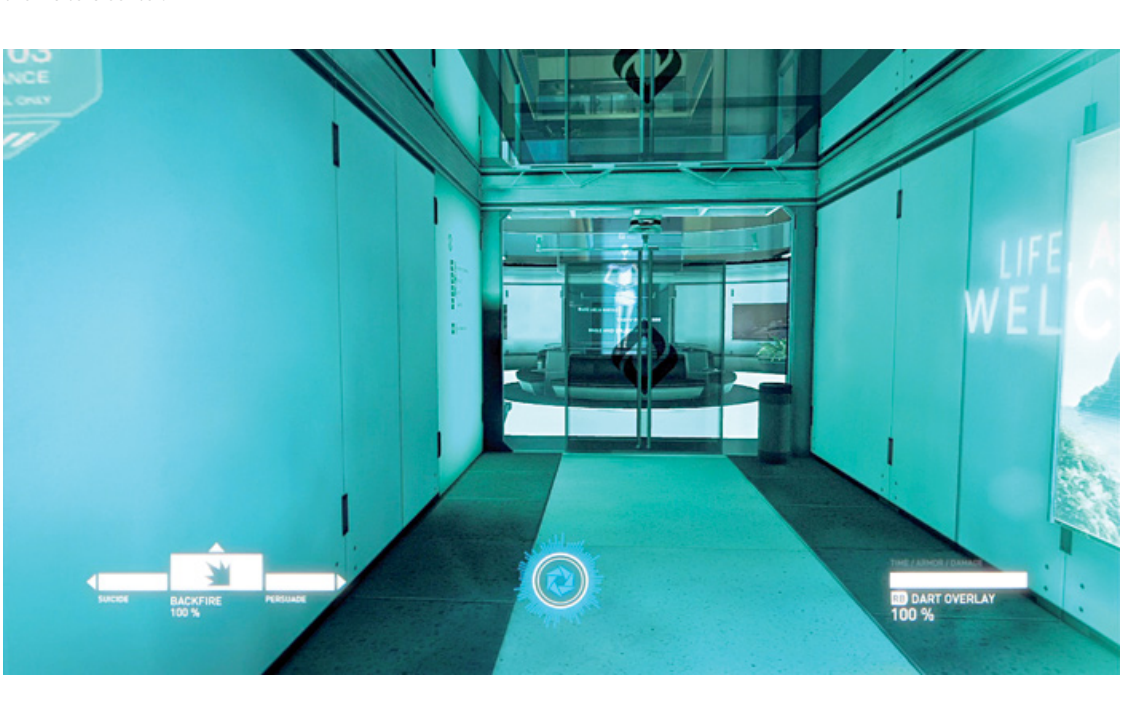
Excellent. Very good work on Subject 49. Judging by your reports, progress is over expectations. The data Kawashima will bring us from West Meld looks extremely promising. We have arranged for his extraction from Aspari South Central and you will meet him in Mexico City next week, where he will be instructed to hand over the data to his "sweetheart." Once you have the files, liquidate Kawashima at your discretion and return to the La Ballena. We'll have another assignment waiting for you.

/ end of entry

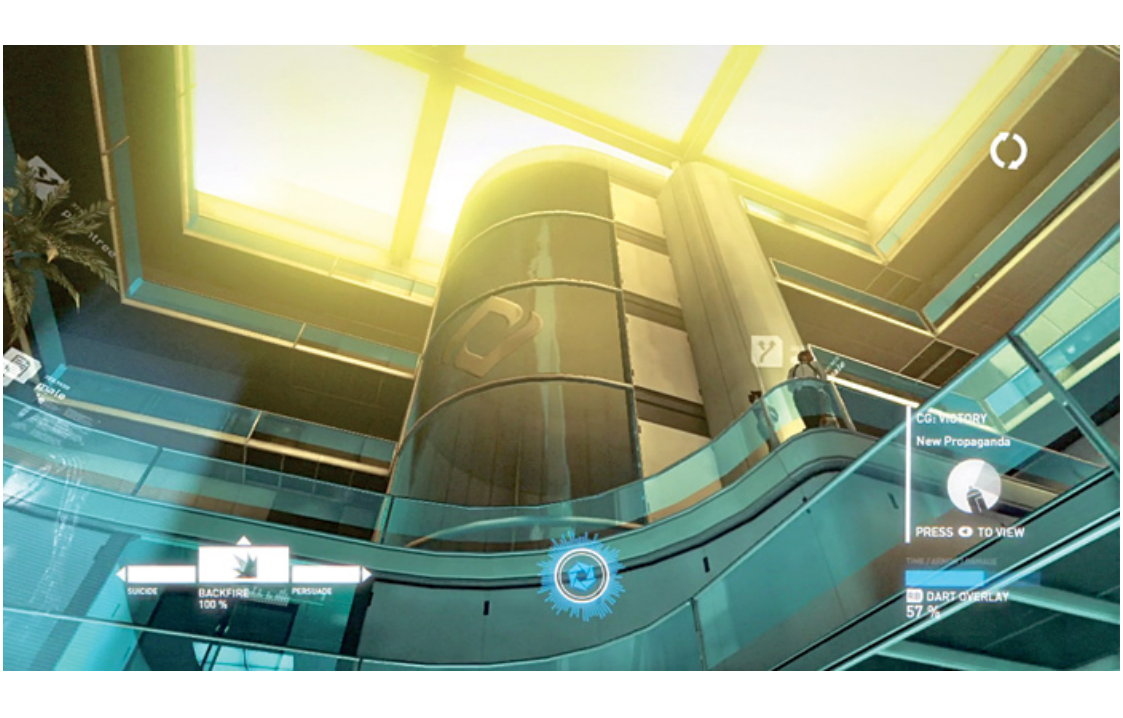
## Reach Low Security Landing Platform


ACCESS GRANTED
BACKFIRE
100 %
DART OVERLAY
100 %

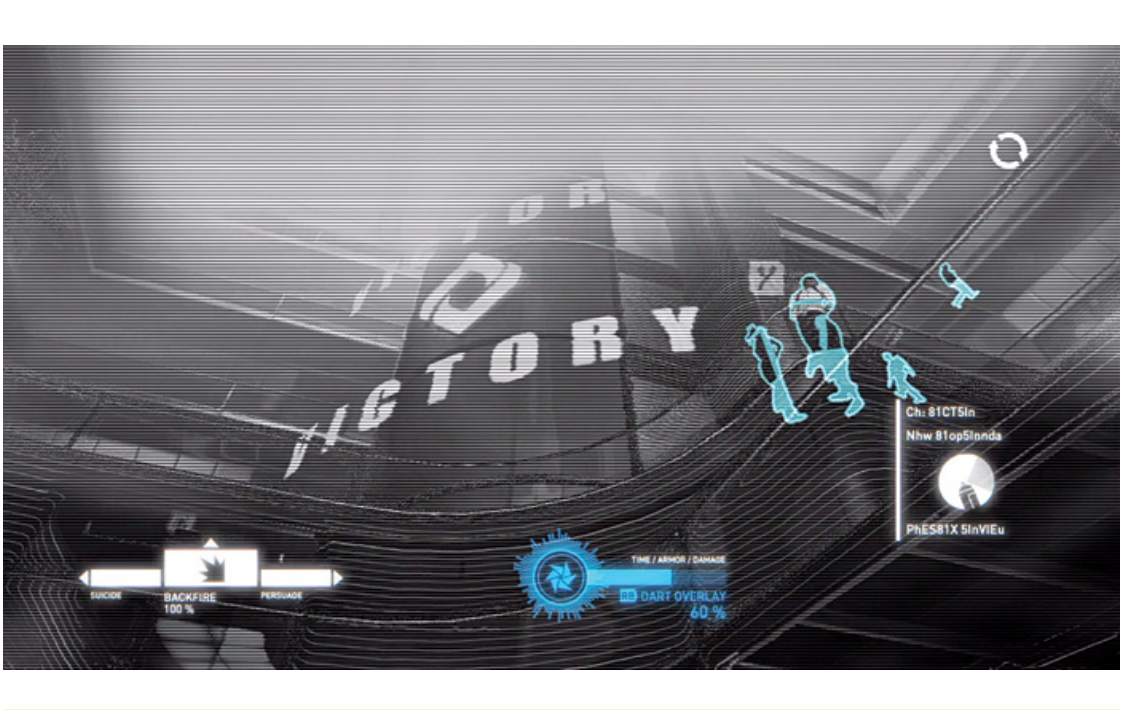
Now head to the door with the eyescanner above it. Wait for it to scan you. Since you have the datascape camouflage, you are granted access. Walk through the opened door and enter the maintenance area. Go through the door on the right that leads to the visitors center.


LIFE A
WELC
BACKFIRE
100 %
DART OVERLAY
100 %

Once in a hallway, turn to the left and advance though some glass doors in a central lobby.


New Propaganda
PRESS TO VIEW
DART OVERLAY
57 %

Inside the lobby, look up at the Cayman Global logo on an elevator tube and activate your DART overlay to see the propaganda.

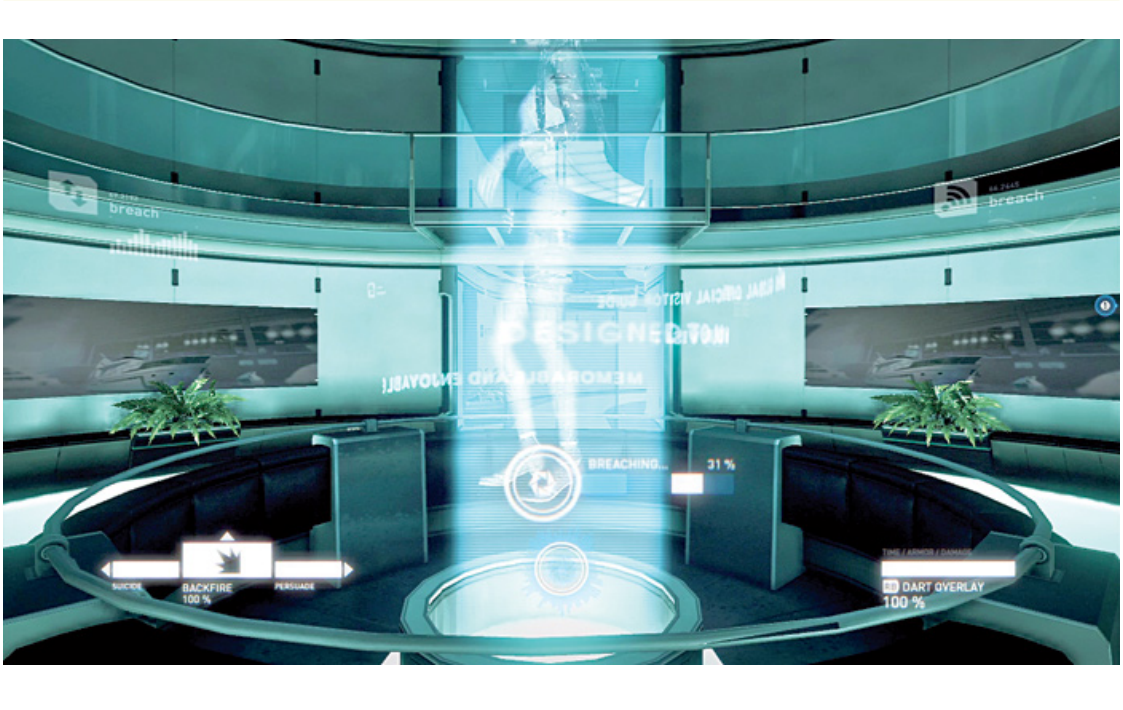

CTORY
BACKFIRE
100 %
DART OVERLAY
60 %

### New Propaganda

**CG:** VICTORY

**"VICTORY."**

—Cayman Global


BREACHING
31 %
DART OVERLAY
100 %

You can also hear the news from the holohost in the lobby. At the end of each update, breach the holohost to hear a secret message. There are four news updates followed by four secret messages you can access through breaching the holohost. Listen to them all.

### News Update

**GUIDE TO LA BALLENA—STATISTICS**

**/ DATA ENTRY**

**Entry:** La Ballena Tourist Services
**Type:** Visitor's Center News

**INTEL FEED**

/ infoCast.CaymanGlobal: Cassandra Holo GuideExcerpt: At more than three kilometers in length and 27 stories high, Cayman Global's La Ballena city raft qualifies as one of the largest man-made objects ever constructed.>

>With regulated internal temperature at a comfortable 28 degrees, 82 degrees Fahrenheit, La Ballena is also the most exclusive traveling city ever built.

Housing a population of 152,326 people, our dominant commercial bases are ocean harvest, exotic metal extraction and the marine commodities financial sector.

Our lifestyle medical enhancement services are among the finest in the world.

/ end of entry

### Breached Holohost

**//HOLOHOST.DATA BREACH01//**

[{/ holohost.data_stream.access_path}]

Polymorphic firewall DETECTED

Adaptive viral package... GENERATED

/ holohost.defensive.layer.level_1...CLEARED

/ holohost.defensive.layer.level_2...CLEARED

/ holohost.defensive.layer.level_3 .. [{/ VIRAL PACKAGE NEUTRALIZED}]

Black ICE intrusion DETECTED

**[{/ WARNING}] [{/ WARNING}] [{/ WARNING}]**

Intrusion... NEUTRALIZED

Attack path backtrace... SUCCESSFUL

Viral payload.. DEPLOYED>

/ holohost.defensive.layer.level_3...CLEARED

/ data.download_encrypted.package.HN078-7A-MM5

Decryption INITIATED

/ data.extraction:

[{decrypt unlocked entry}]

Executive personnel are required, under pain of termination, not to discuss the following details with any uncleared citizen.

La Ballena currently operates a standing combat force of 11,470, mostly disguised among the ranks of the ordinary police and security workforce. Special force capacities include covert insurgency, targeted assassination and extraction, and full rapid deployment assault.

Note that given current peace treaties and contractual undertakings between Syndicate blocs, this latter option is not considered viable for the foreseeable future. Rapid deployment assault from La Ballena is, however, fully enabled should need arise.

[{/ data stream terminated}]

### News Update

**GUIDE TO LA BALLENA—RECREATION**

**/ DATA ENTRY**

**Entry:** La Ballena Tourist Services
**Type:** Visitor's Center News

**INTEL FEED**

/ infoCast.CaymanGlobal: Cassandra Holo Guide

**Excerpt:** Whether you are visiting La Ballena for work or play, don't forget to schedule a stop at one of our scenic waterfront recreational areas such as the magnificent Puerto Grande or the quaint and tranquil Poca Roca.

Enjoy surgical enhancement and memory modification services poolside while you indulge your senses in the Cayman Global lifestyle.

/ end of entry

### Breached Holohost

//HOLOHOST.DATA BREACH02//

[{/ holohost.data_stream.access_path}]

Polymorphic firewall DETECTED

Access control path... STABLE

Viral package... INJECTED

/ holohost.defensive.layer.level_1...CLEARED

/ holohost.defensive.layer.level_2...CLEARED

/ holohost.defensive.layer.level_3...CLEARED

/ data.download_encrypted.package.HN078-7C-AP8

Decryption INITIATED

/ data.extraction:

[{decrypt unlocked entry}]

For executive-grade attention only.

La Ballena's onboard security executive now operates Agent chip upgrades Amber Seven and Skulljack Beta.

If your visit takes you into high-clearance deck sectors or involves close Agent interaction of any kind, please see to it that your executive chip software has been upgraded accordingly.

Failure to comply with this directive may lead to an undesired Agent encounter.

[{/ data stream terminated}]

### News Update

**GUIDE TO LA BALLENA—CITIZEN**

**/ DATA ENTRY**

**Entry:** La Ballena Tourist Services
**Type:** Visitor's Center News

**INTEL FEED**

**/ infoCast.CaymanGlobal:** Cassandra Holo Guide

**Excerpt:** If you're thinking about becoming a registered citizen of La Ballena, with all the benefits and tax breaks of residency, be assured we will take very good care of you.

To join the Cayman Global family and get your Blue residential permit, drop in at one of our Bienvenido Centers for an on-the-spot chip and credit check. Our friendly associates will be right there to welcome you.

/ end of entry

### Breached Holohost

//HOLOHOST.DATA BREACH03//

[{/ holohost.data_stream.access_path}]

Polymorphic firewall DETECTED

Access control path... STABLE

Viral package... INJECTED

/ holohost.defensive.layer.level_1...CLEARED

/ holohost.defensive.layer.level_2...CLEARED

/ holohost.defensive.layer.level_3...CLEARED

/ data.download_encrypted.package.HN078-7K-ZA3

Decryption INITIATED

/ data.extraction:

[{decrypt unlocked entry}]

**Executive Personnel Update:** do not share this data with uncleared personnel.

Current Syndicate treaties notwithstanding, it has become clear to the Cayman Global Intelligence Executive that there are covert negotiations taking place between high ranking specialists in both the EuroCorp and Aspari blocs. Further briefing is available, graded according to clearance, at the Intelligence Executive data matrix.

[{/ data stream terminated}]

### News Update

**GUIDE TO LA BALLENA—CHIP UPGRADE**

**/ DATA ENTRY**

**Entry:** La Ballena Tourist Services
**Type:** Visitor's Center News

**INTEL FEED**

**/ infoCast.CaymanGlobal:** Cassandra Holo Guide

**Excerpt:** Did you know you can enjoy a peaceful and relaxing full-day spa experience, free of charge, if you apply for our exclusive Cayman Global consumer chip-service today.

Why not meet with one of our associates at the Deck Seven Interface Centre, and get a first glimpse of the exciting world of opportunity our services can open for you?

Cayman Global—Making Life Flow.

/ end of entry

### Breached Holohost

//HOLOHOST.DATA BREACH04//

[{/ holohost.data_stream.access_path}]

Polymorphic firewall DETECTED

Access control path... STABLE

Viral package... INJECTED

/ holohost.defensive.layer.level_1...CLEARED

/ holohost.defensive.layer.level_2 .. **[{/ ACCESS TERMINATED}]**

Firewall security level UPGRADED

**[{/ ACCESS DENIED}]**

Mapping data paths... COMPLETE

Adaptive viral package... GENERATED

/ holohost.defensive.layer.level_2...CLEARED

/ holohost.defensive.layer.level_3...CLEARED

/ data.download_encrypted.package.HN078-7U-JG3

Decryption INITIATED

/ data.extraction:

[{decrypt unlocked entry}]

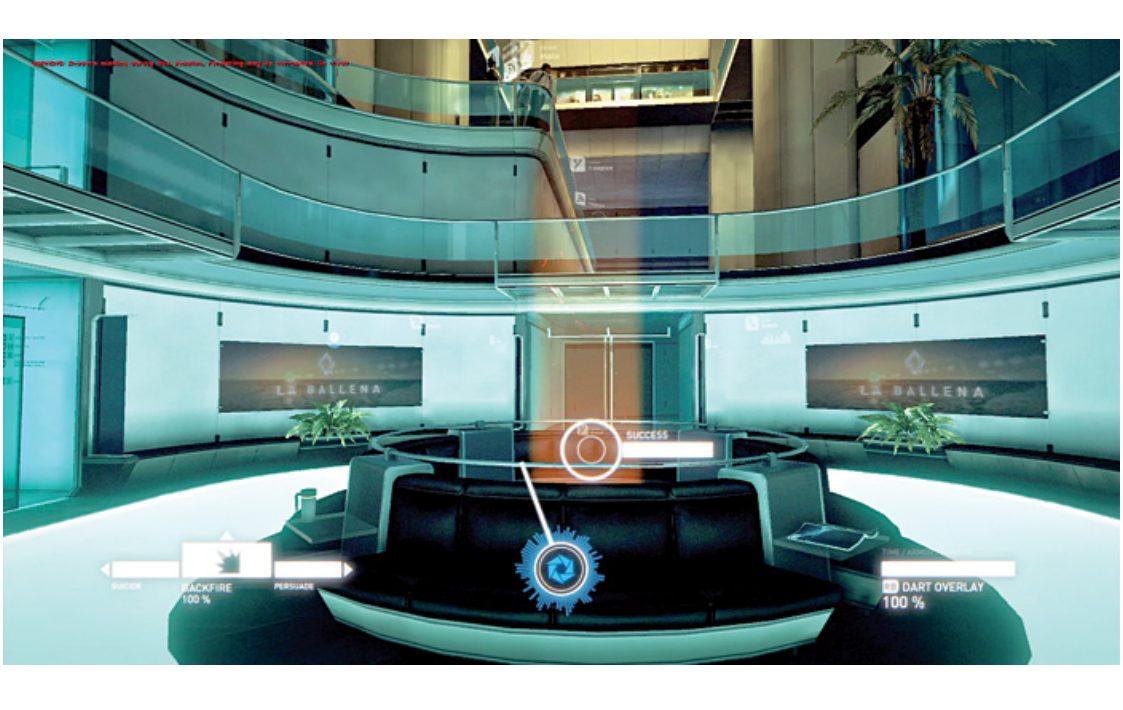
Highest clearance required—do not share this data with anyone below intelligence executive level.

Further to the detected collaboration between research officers at Aspari west coast and EuroCorp New York, it is now the considered opinion of the security executive that this is a covert strategy designed to isolate Cayman Global in both the markets and the geopolitical context of the Americas.

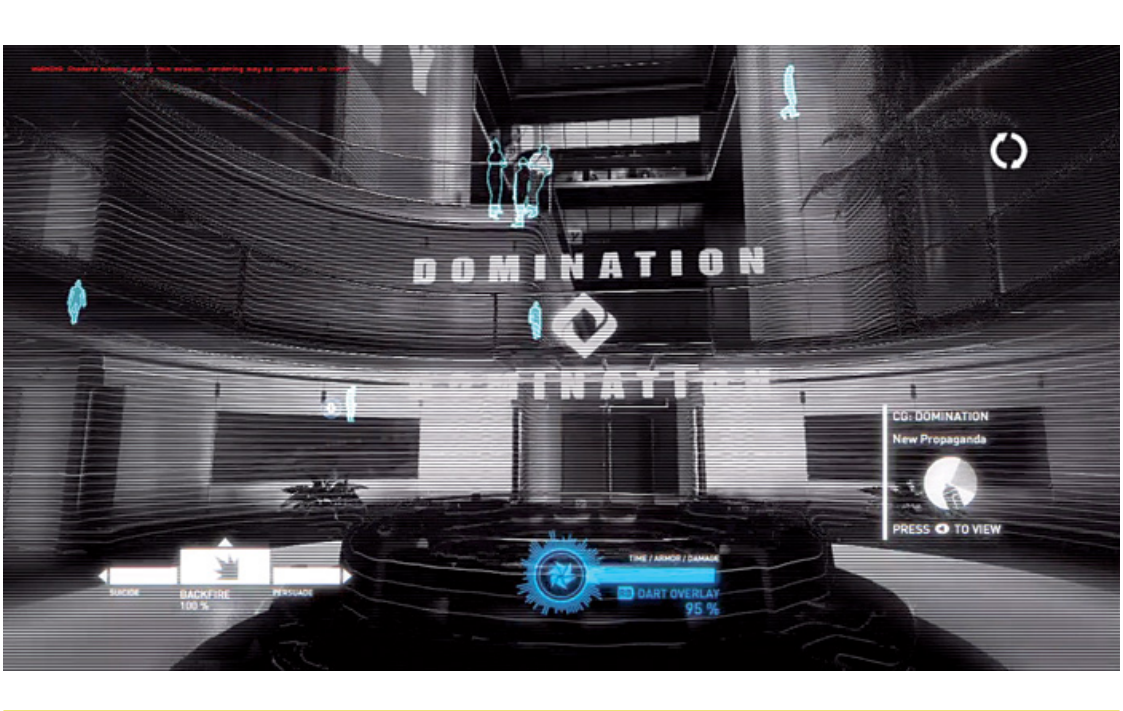
Accordingly, La Ballena is now at Code Block Preparatory. All executive cadres are to report in at hourly intervals, strategic assault software is in play. Rapid Deployment personnel have all leave cancelled and should report to command within the next six hours.

That is all—please await further updates.

[{/ data stream terminated}]


LA BALLENA
LA BALLENA
BACKFIRE
100 %
DART OVERLAY
100 %

After listening to the fourth breached data stream, breach the holohost one more time. However, when this happens, the holohost disappears. Activate your DART overlay to see a holographic propaganda.

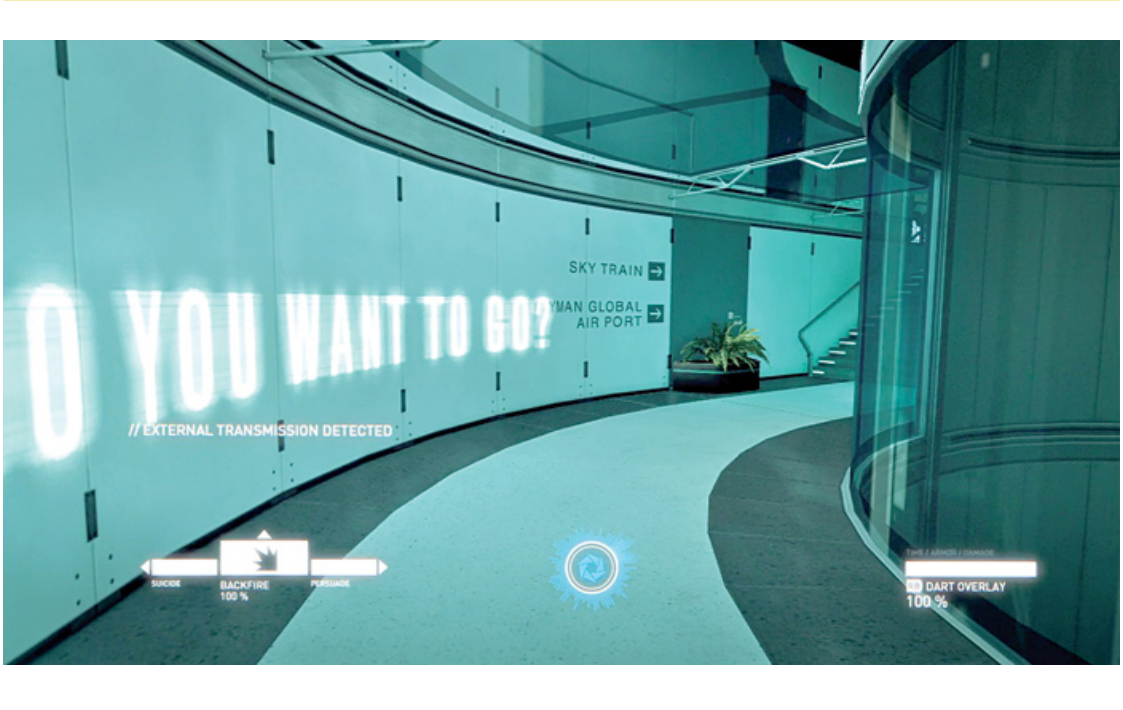

DOMINATION
CG: DOMINATION
New Propaganda
PRESS TO VIEW
BACKFIRE
100 %
DART OVERLAY
95 %

### New Propaganda

**CG:** DOMINATION

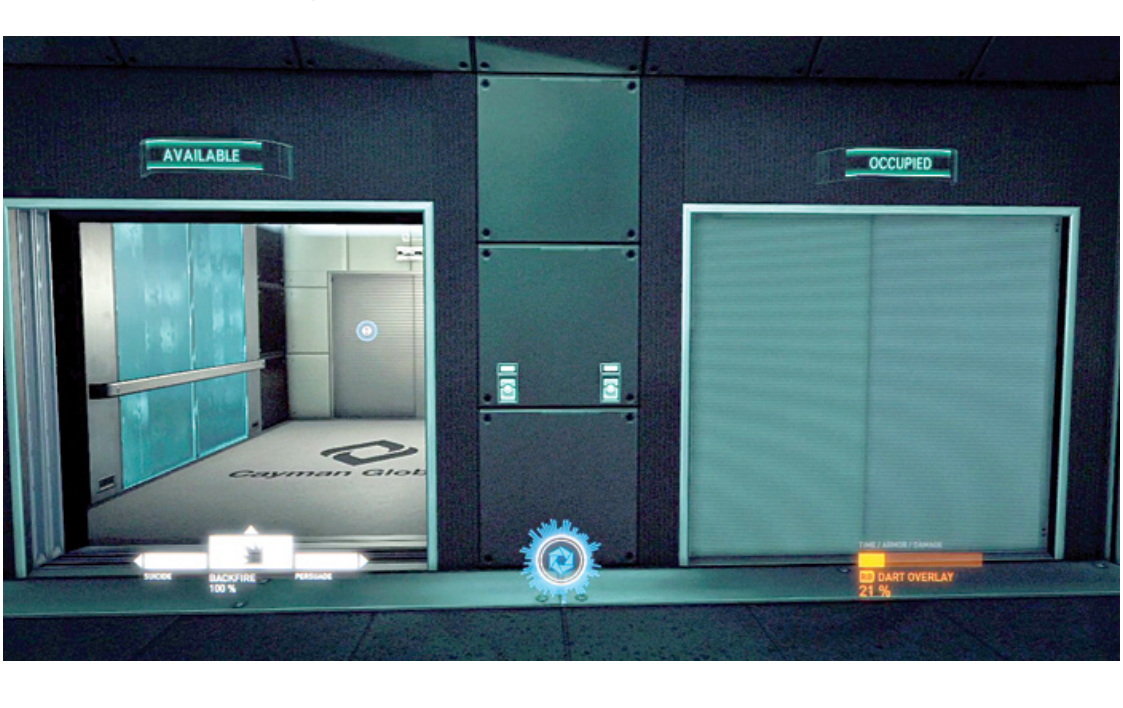
**"DOMINATION."**

—Cayman Global

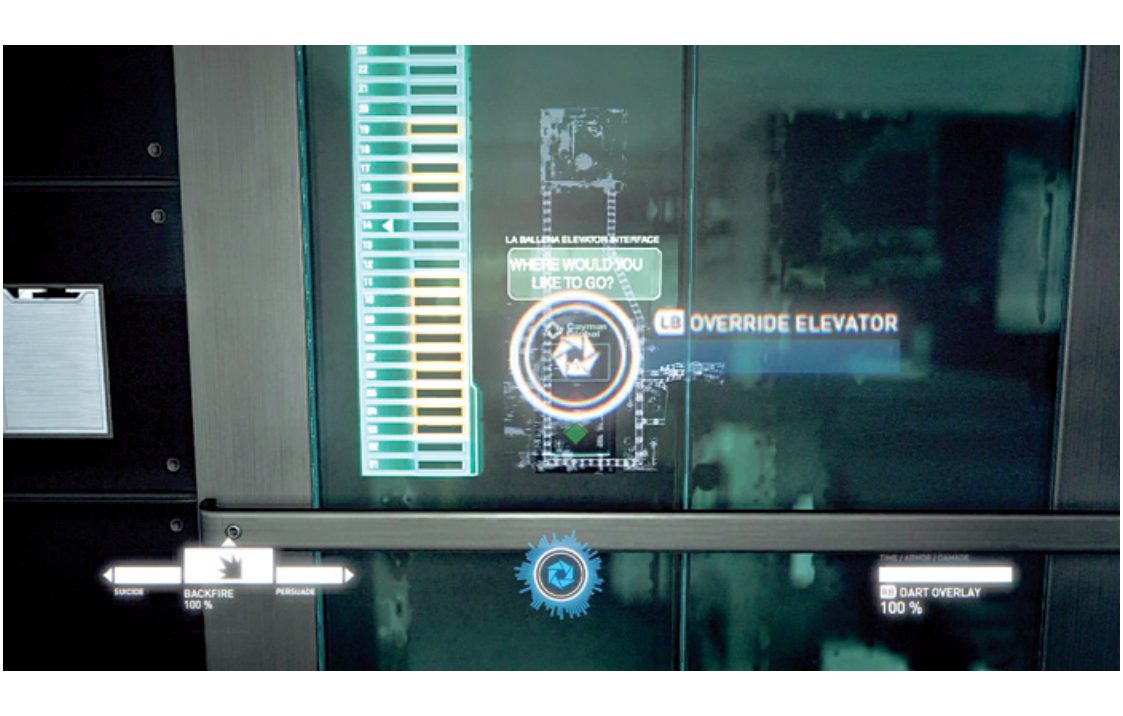

O YOU WANT TO GO?
SKY TRAIN
CAYMAN GLOBAL AIR PORT
// EXTERNAL TRANSMISSION DETECTED
BACKFIRE
100 %
DART OVERLAY
100 %

Exit the lobby through the door to the left of the holohost. Follow the corridor to some steps that lead to the elevators. As you are walking, you intercept communications. Cayman Global knows there has been an intrusion and is redirecting the dropship to a more secure location.

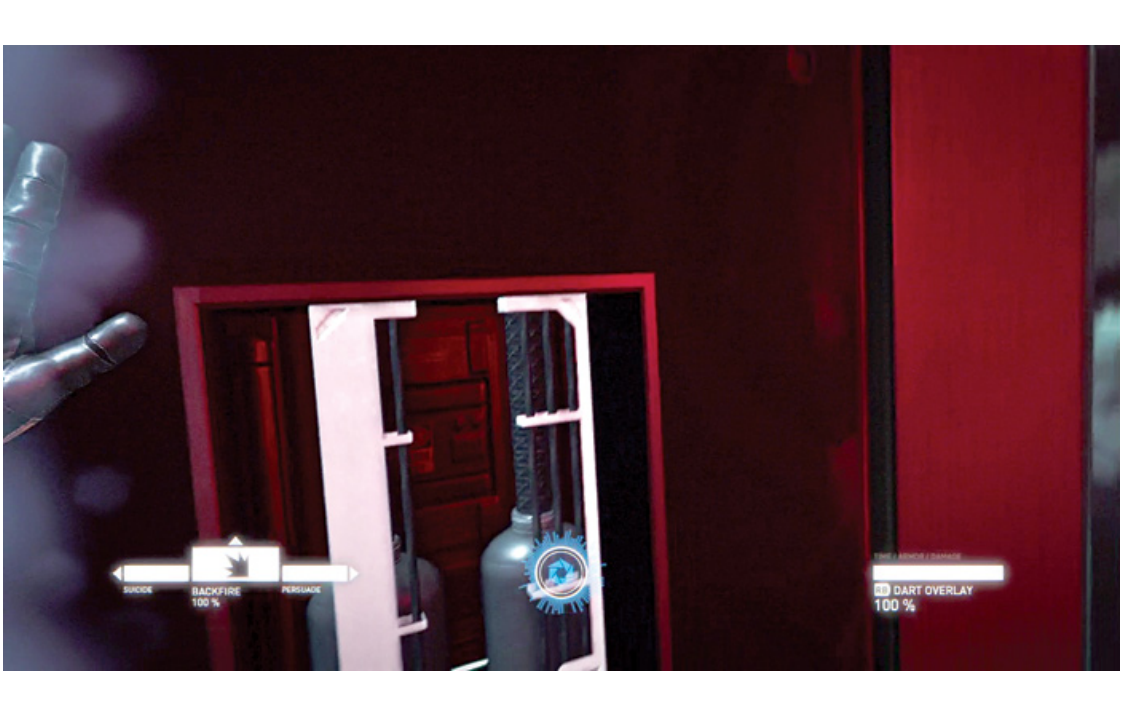
## Infiltrate Military Landing Platform


AVAILABLE
OCCUPIED
Cayman Glob
BACKFIRE
100 %
DART OVERLAY
21 %

Wait for the elevator on the left to open and then enter it. The eyescanner gives you a scan and provides you low security access. However, you need more access than that now.

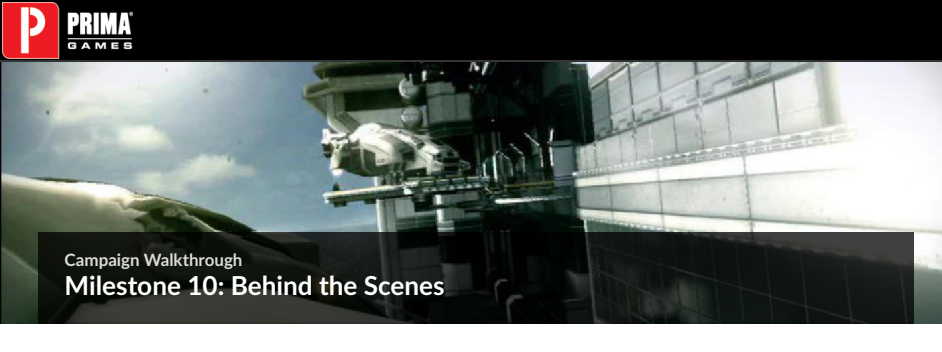

LA BALLENA ELEVATOR INTERFACE
WHERE WOULD YOU LIKE TO GO?
OVERRIDE ELEVATOR
BACKFIRE
100 %
DART OVERLAY
100 %

Breach the controls to override the elevator to get to floors with high security clearances. You are able to get executive security clearance.


BACKFIRE
100 %
DART OVERLAY
100 %

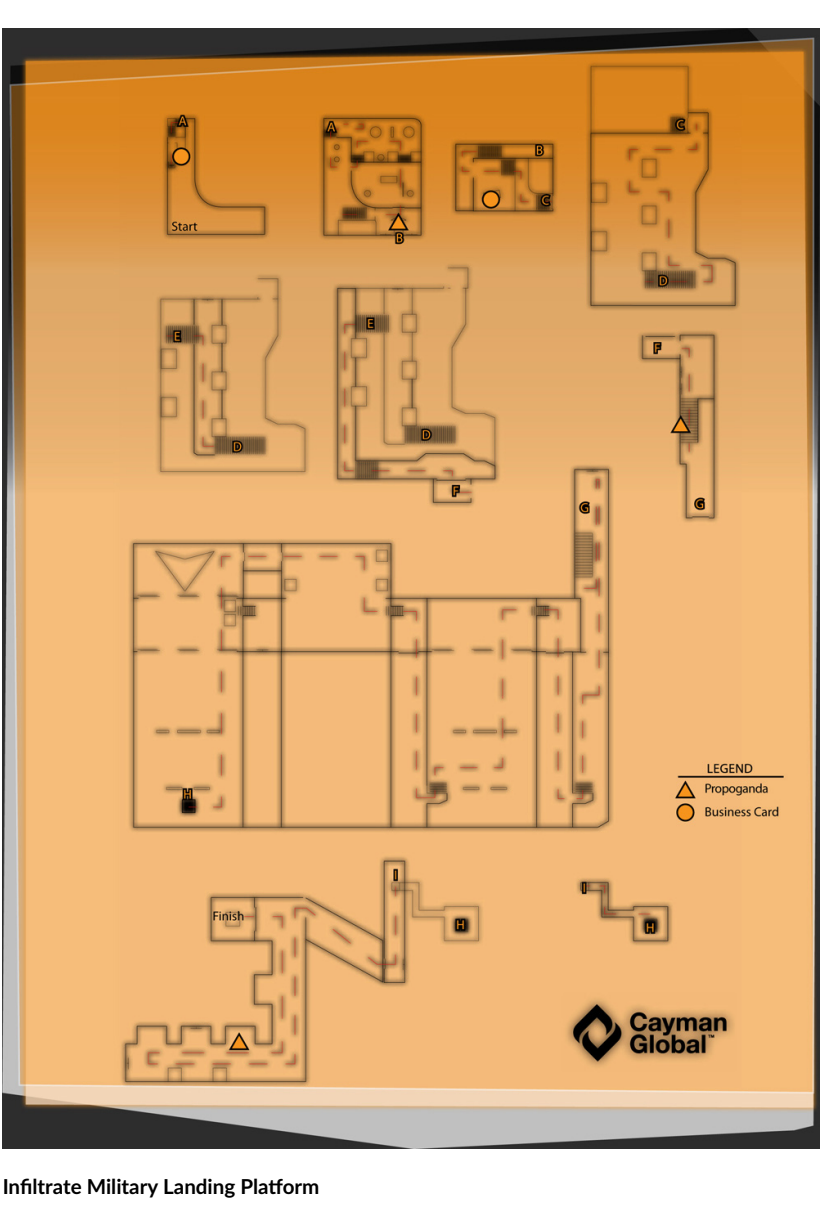
Unfortunately, your clearance does not last long. There is a security override and you do not pass the new scan. As a result, countermeasures are employed. Toxic gas is pumped into the elevator. Quickly break open a hatch on the side of the elevator by pressing the action button. Continue pressing the action button to rip the hatch off and disconnect the gas canisters and complete this milestone.

**PRIMA GAMES**

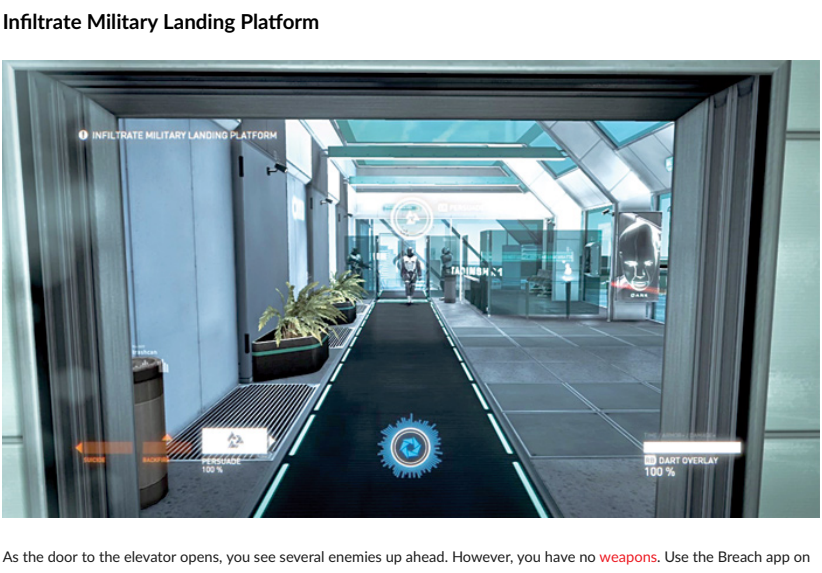


Campaign Walkthrough

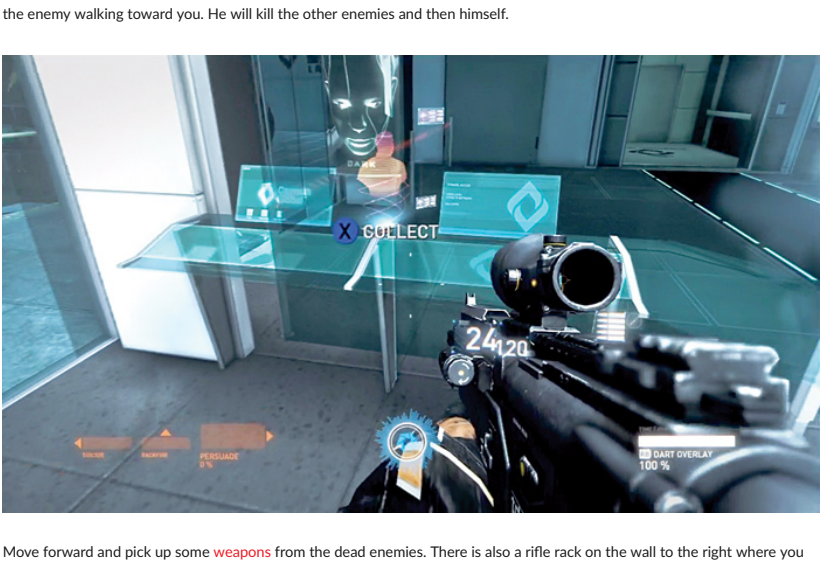
# Milestone 10: Behind the Scenes



## Infiltrate Military Landing Platform



As the door to the elevator opens, you see several enemies up ahead. However, you have no weapons. Use the Breach app on the enemy walking toward you. He will kill the other enemies and then himself.



Move forward and pick up some weapons from the dead enemies. There is also a rifle rack on the wall to the right where you can fill up ammo for the assault rifle. Be sure to collect a business card on a table near the rifle rack.

### New Personnel Log

**JESS CARTER**

**/ PROFILE ENTRY**

**Name:** Jess Carter
**Age:** 41
**Position:** Psych Engineer
**Affiliation:** Castrilos
**Clearance:** Unknown

**LOGGED ENTRY**

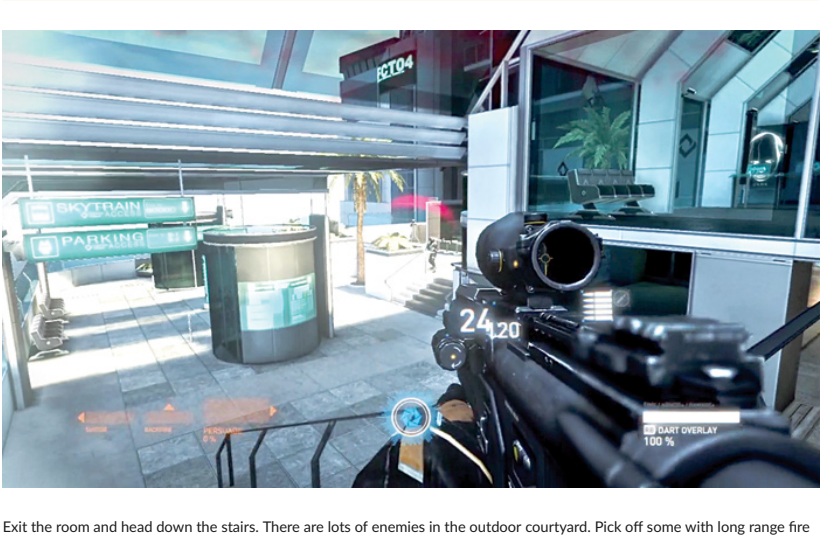
/ IIA.debriefing_covertAction: ID 4678-c

Shortly after the conclusion of the C3 conference in Iceland, a data packet was left at one of our dataverse nodes by Dr. Jess Carter, a leading psych engineer with the Castrilos. He expressed his desire to defect to the I.I.A. and, after a thorough background check, it was decided that someone of his experience would be a significant boon to our Science and Technology Directorate. An ambitious diversionary attack on the Castrilos enclave in Mauritania housing Dr. Carter was drawn up, involving no fewer than three Agents and several supporting commando sections.

The attack proceeded as planned, but instead of meeting up with our operatives at the designated rendezvous point, Dr. Carter and several unidentified individuals commandeered a Castrilos dropship and flew east into the Sahara, away from our assets along the coast. Pursuit was impossible, as by this time significant numbers of Castrilos paramilitaries had joined the fight, forcing a withdrawal.

The identity of the third party that absconded with Dr. Carter remains unknown. EuroCorp and Tao appear likely suspects, but both Syndicates would have had the military means to abduct the doctor from the Castrilos without the need to involve us. Investigation into this matter is ongoing.

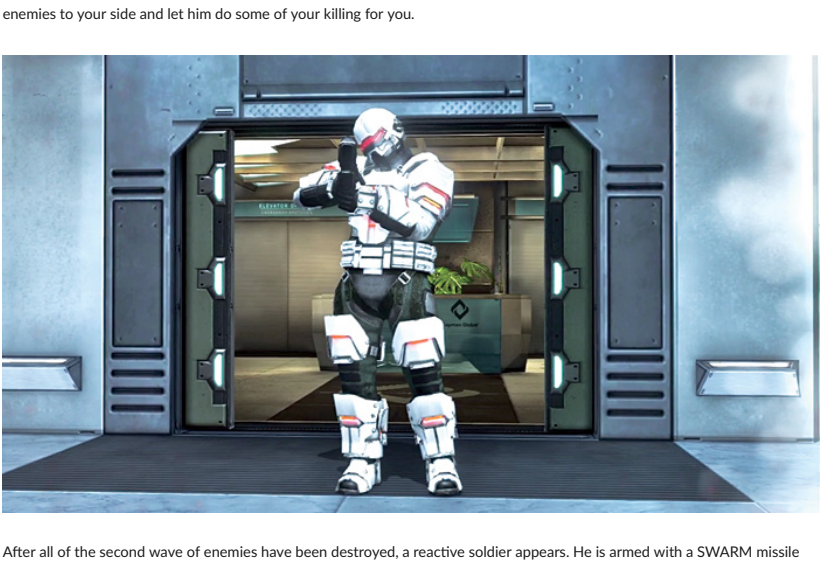
/ end of entry



Exit the room and head down the stairs. There are lots of enemies in the outdoor courtyard. Pick off some with long range fire from your rifle.

EL TIBUR
24 100

Once you have cleared out the enemies, advance into the courtyard. More enemies arrive and attack. Watch out for the grenades as you take cover and return fire. Once you have killed enough to recharge the Persuade app, use it to turn one of the enemies to your side and let him do some of your killing for you.



After all of the second wave of enemies have been destroyed, a reactive soldier appears. He is armed with a SWARM missile launcher that can lock on to you, so be sure to rush for some cover.

HEALTH STATUS
20 120

Breach the reactive armor and fire a clip of assault rifle ammo at the soldier, then run for new cover. The reactive soldier is quick and follows you around. Keep breaching the armor as needed and inflicting damage. After each breach, the soldier is momentarily stunned, which makes for a good opportunity to get in some hits.

Once the reactive soldier is dead, you need to pick up the SWARM missile launcher he was carrying since you need it to continue. Also walk around and pick up ammo for your assault rifle.

### SWARM

**/ PRODUCT SUMMARY**

**Model:** SWARM
**Manufacturer:** Castellano Industries (Cayman Global)
**Projectile:** 25 mm SSB video-guided missile, 3 (x12) payloads per clip.
**Weight:** 86 lb (39 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Fire 12-missile payload of guided missiles
**Secondary Fire:** N/A
**Additional:** Tap the aim button to lock on to targets. Up to three targets can be locked at once. Missile tracking only functions when a target has been locked.

**INTEL FEED**

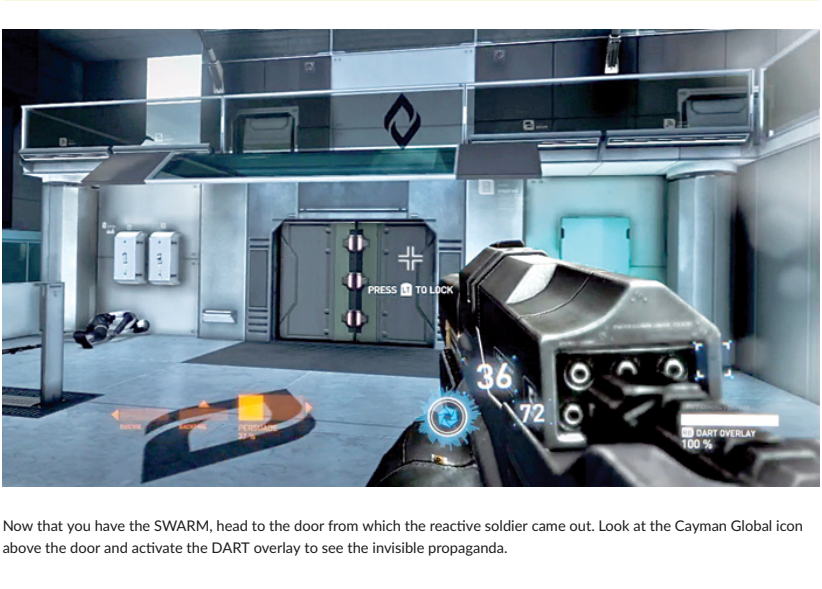
The SWARM is a high-tech semi-automatic missile launcher used mainly by anti-tank infantry and specialized private security units.

It has a chip-integrated Direct Aim-Lock targeting system and fires 25 mm SSB video-guided missiles. The missiles are fitted with an onboard nano-sensoring system and composed of casing containing an explosive powder charge.

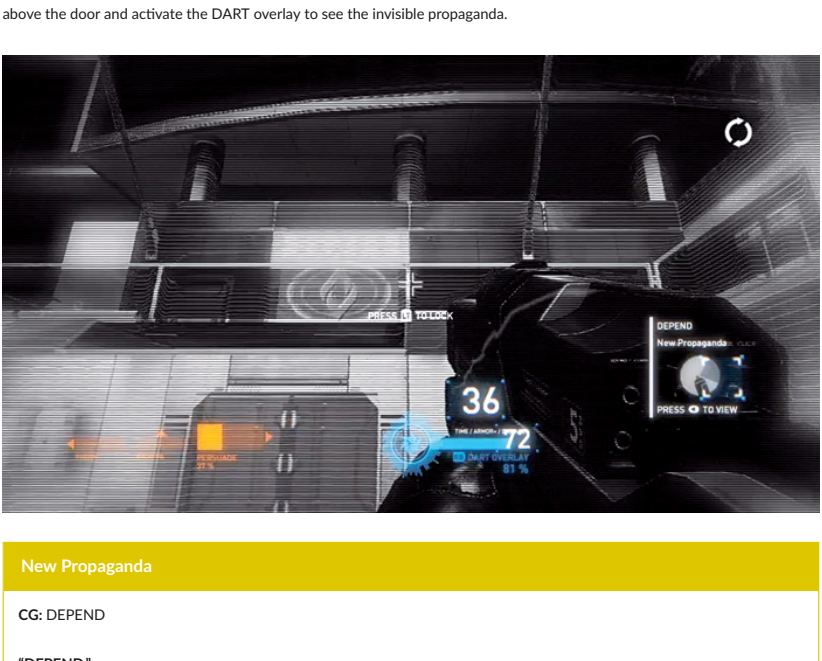
Each magazine contains three sub-munitions payloads each holding twelve missiles.

When firing, one sub-munitions payload is ejected from the barrel. Shortly after being ejected, the payload disintegrates in midair and fires a swarm of missiles toward its targets. These missiles travel along irregular trajectories, recalculating probable target movement in midair.

/ end of entry



Now that you have the SWARM, head to the door from which the reactive soldier came out. Look at the Cayman Global icon above the door and activate the DART overlay to see the invisible propaganda.

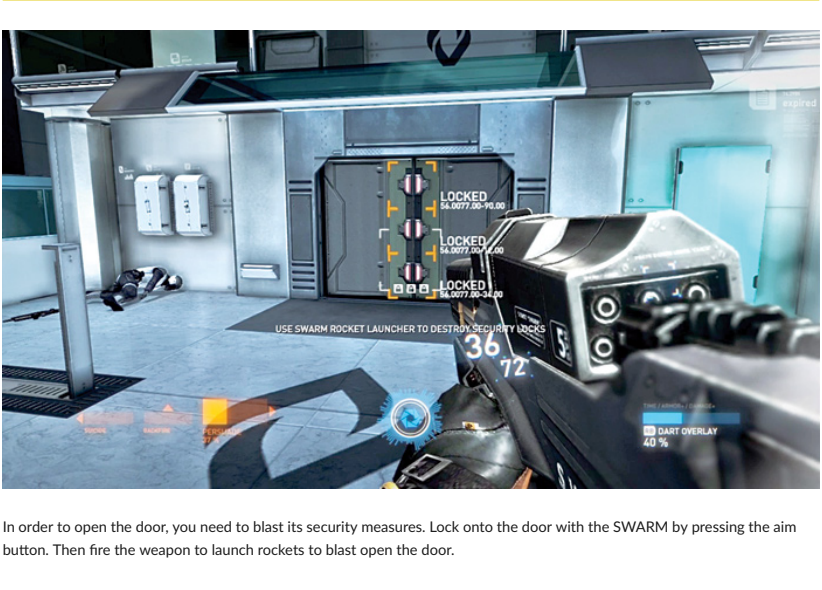


### New Propaganda

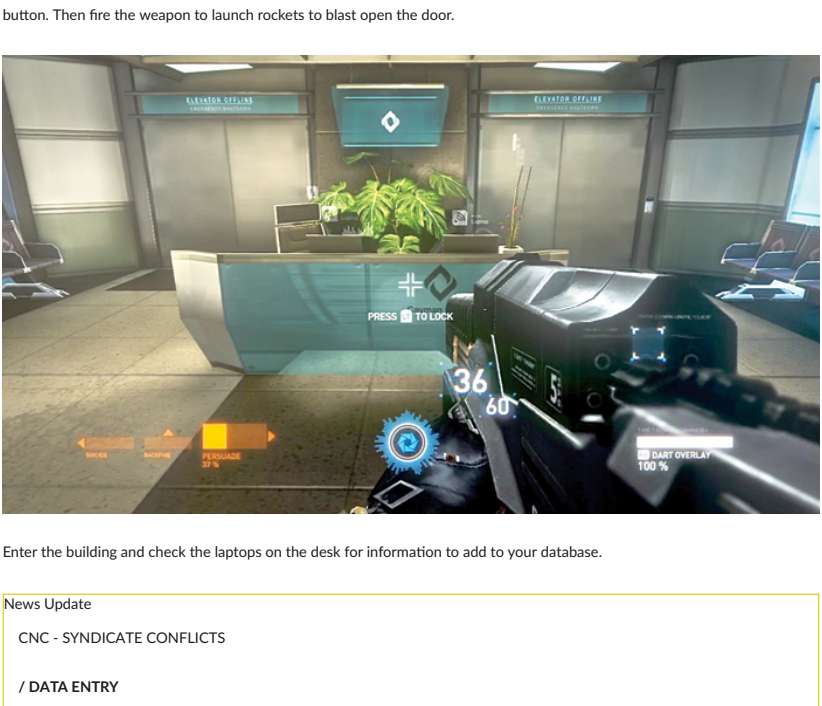
**CG:** DEPEND

**"DEPEND."**

—Cayman Global



In order to open the door, you need to blast its security measures. Lock onto the door with the SWARM by pressing the aim button. Then fire the weapon to launch rockets to blast open the door.



Enter the building and check the laptops on the desk for information to add to your database.

### News Update

CNC - SYNDICATE CONFLICTS

**/ DATA ENTRY**

**Entry:** CNC Political Reports
**Type:** Local News

**INTEL FEED**

**/ NewsCast.Aspari: C** NC/Carmen Setenza

**Excerpt:** Good evening, I'm Carmen Setenza. Coming up in the programme, we take a hard look at some of the challenges facing Cayman Global's corporate enforcement Agents as they tackle the increasing numbers of so-called "stowaway insurgents" in the lower deck areas of our city-rafts.

Not content with infesting lawless areas onshore throughout the Caribbean basin, these criminal elements now think nothing of hitching a ride on a city-raft for months at a time—and they like to plunder as they ride! That's modern-day pirates, at eleven.

Meanwhile, in other news, recriminations continue between rival mainland Syndicates Aspari and EuroCorp over terrorist attacks on a west coast research facility yesterday and a New York apartment complex tonight. Both Syndicates deny any responsibility for the attacks while simultaneously accusing each other of violent industrial espionage in their territory.

And as investigators sift the wreckage at both sites, a top Aspari biotech specialist is reported dead, and another EuroCorp scientist is listed as missing. Related cases? Find out here, after the break.

/ end of entry

### New Corporation Profile

**CAYMAN GLOBAL:** CASTELLANO

**/ ORGANIZATION PROFILE**

**Name:** Castellano Armaments
**Affiliation:** Cayman Global
**Activity:** Weapon manufacturer

**INTEL FEED**

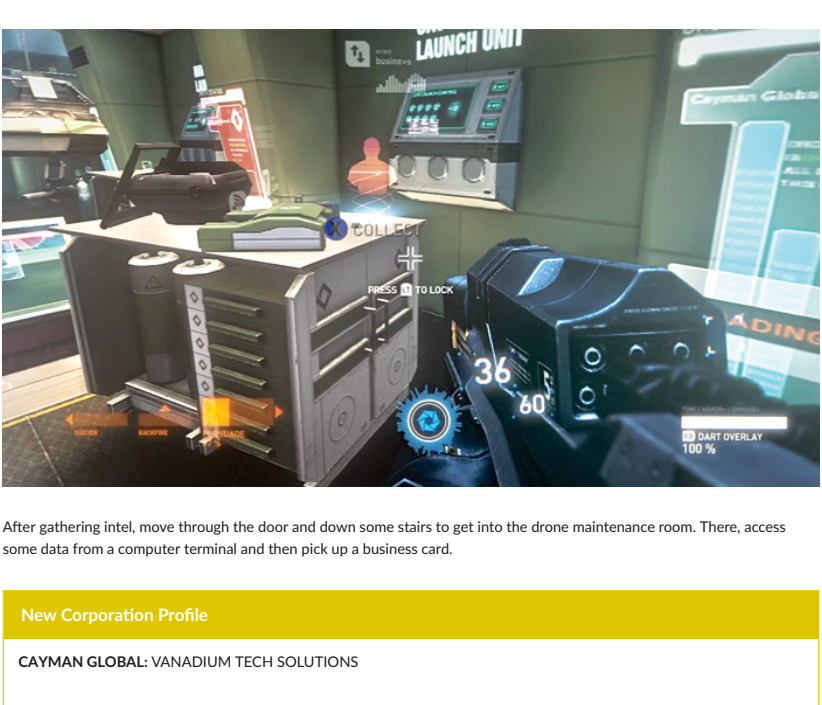
Castellano has been around as a black-market developer since 1993, as part of the local production of Cuban armament.

Cayman Global initiated a blockade of Cuba in 2062, using the "La Fortaleza" city-raft to control the area and capture all active oil rigs.

Castellano predicted the outcome and merged freely with Cayman Global before the blockade ended in 2063.

The focus has always been infantry weapons, primarily sidearms and riot control, and this production continued after the merger. Castellano is now the primary manufacturer of sidearms for all Cayman Global military and business forces.

/ end of entry



After gathering intel, move through the door and down some stairs to get into the drone maintenance room. There, access some data from a computer terminal and then pick up a business card.

### New Corporation Profile

**CAYMAN GLOBAL:** VANADIUM TECH SOLUTIONS

**/ ORGANIZATION PROFILE**

**Name:** Vanadium Tech Solutions
**Affiliation:** Cayman Global
**Activity:** Active armor

**INTEL FEED**

Originally an armor and vehicle manufacturer based in Minsk, Belarus, Vanadium Tech was forced into direct control from the Pravitel Syndicate after the "13-days War," 2031.

After repeated attempts of hostile takeovers by the Tao Syndicate, base of operations was moved to Brazil in 2045. Even though this strengthened the company at first, the Mexican Gulf and South American coast soon fell to the aggressive expansion of Cayman Global and the launch of their floating fortresses in 2059.

Pravitel lost the control only months before Vanadium Tech was about to release the infantry prototype of the Reactive Armor.

As part of the Cayman Global corporate sphere, Vanadium Tech could now align itself with Sanchez-Klein, using their energy conservation research in a lighter armor product, the solid-state Liquid Armor.

Internal reports indicate the loss of Liquid Armor prototype blueprints after the Florida Keys skirmish with EuroCorp in 2068.

/ end of entry

### New Personnel Log

**MAURICIO ESPEJO**

**/ PROFILE ENTRY**

**Name:** Mauricio Espejo
**Age:** 23
**Position:** Junior Maintenance Technician
**Affiliation:** Cayman Global (formerly)
**Clearance:** Unknown

**/ Employee.Security.Dossier:** ID447-51

**Date:** Mar 23/2069

Employee was caught on security tape spreading false and alarmist rumors about a "fleet of EuroCorp attack submarines" supposedly being built at a secret naval base in Belfast for the sole purpose of sinking the La Ballena.

**Action:** "Verbal reprimand issued."
**Date:** May 15/2069

Several security officers overheard the employee making unfounded claims that Aspari Agents somehow infiltrated the La Ballena at the Caracas shipyards before she was even put to sea, welding at least two nuclear suitcase bombs into the bulkhead on the lower decks.

**Action:** "Written reprimand issued, one day's pay withheld."
**Date:** Jul 19/2069

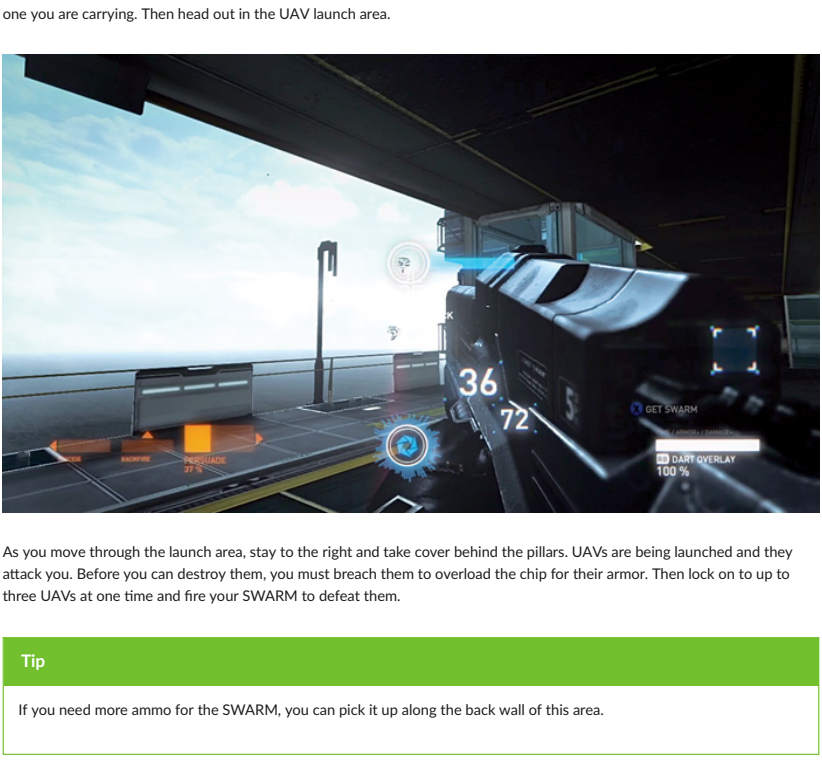
Employee witnessed expressing doubts in a public area that Cayman Global would be able to maintain its share price.

Action: "Employee contract terminated. Subject has been blacklisted in all Cayman Global databases and will be escorted off the La Ballena at the next scheduled port stop."

/ end of entry

ACCESS
PRESS TO LOCK
36 60

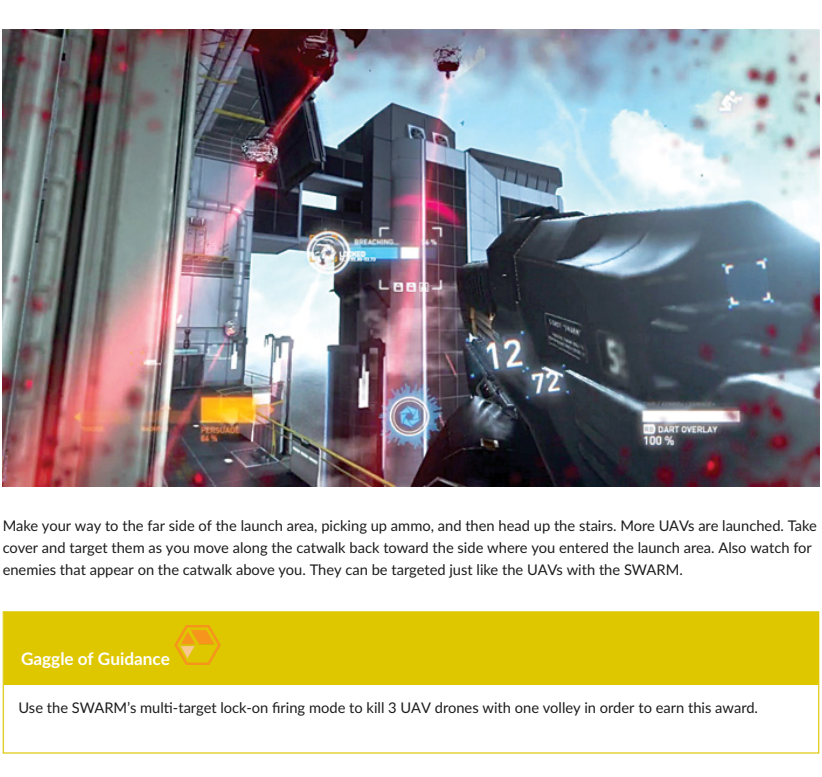
Head up the steps. There is a SWARM launcher in a rack at the top. Pick it up if you dropped yours or get more ammo for the one you are carrying. Then head out in the UAV launch area.



As you move through the launch area, stay to the right and take cover behind the pillars. UAVs are being launched and they attack you. Before you can destroy them, you must breach them to overload the chip for their armor. Then lock on to up to three UAVs at one time and fire your SWARM to defeat them.

### Tip

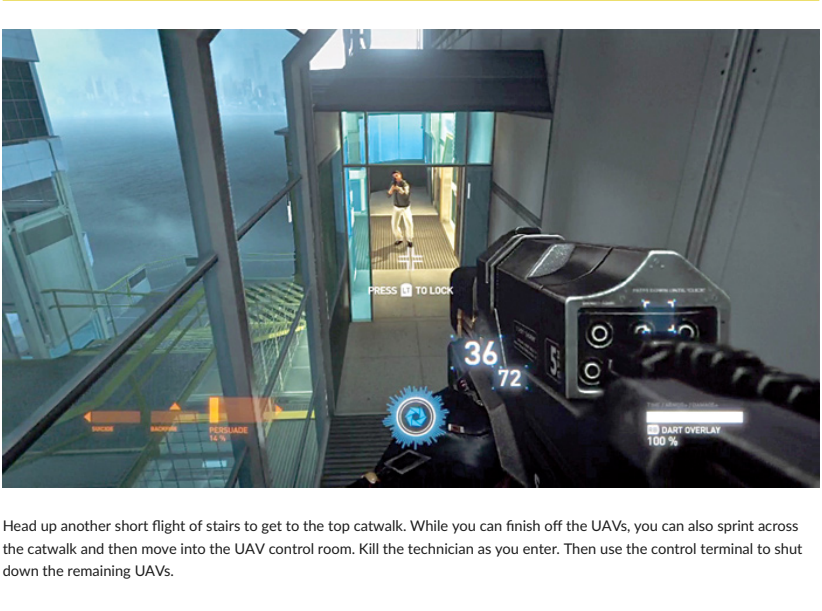
If you need more ammo for the SWARM, you can pick it up along the back wall of this area.



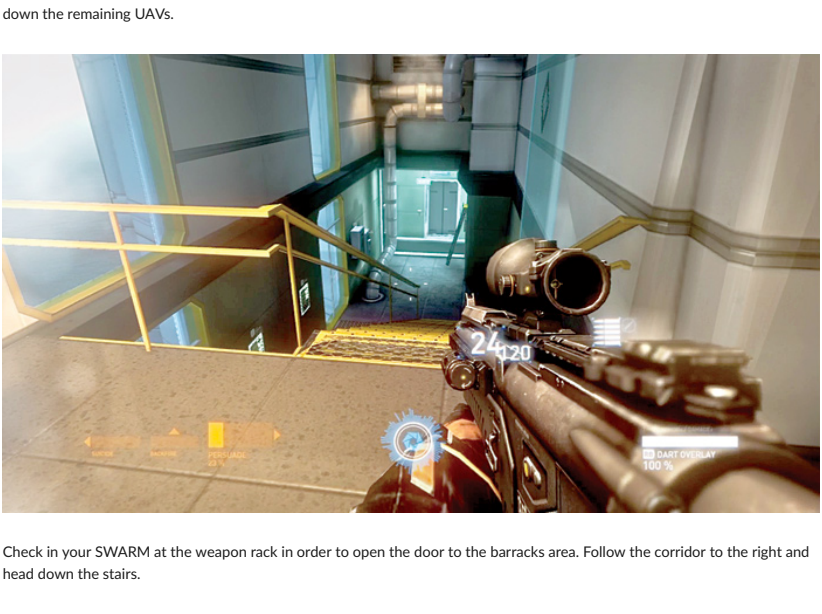
Make your way to the far side of the launch area, picking up ammo, and then head up the stairs. More UAVs are launched. Take cover and target them as you move along the catwalk back toward the side where you entered the launch area. Also watch for enemies that appear on the catwalk above you. They can be targeted just like the UAVs with the SWARM.

### Gaggle of Guidance

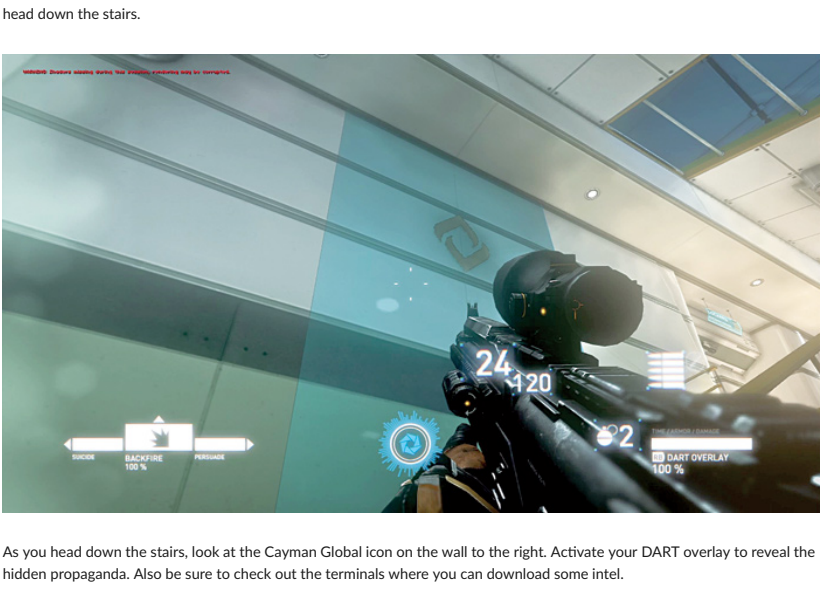
Use the SWARM's multi-target lock-on firing mode to kill 3 UAV drones with one volley in order to earn this award.



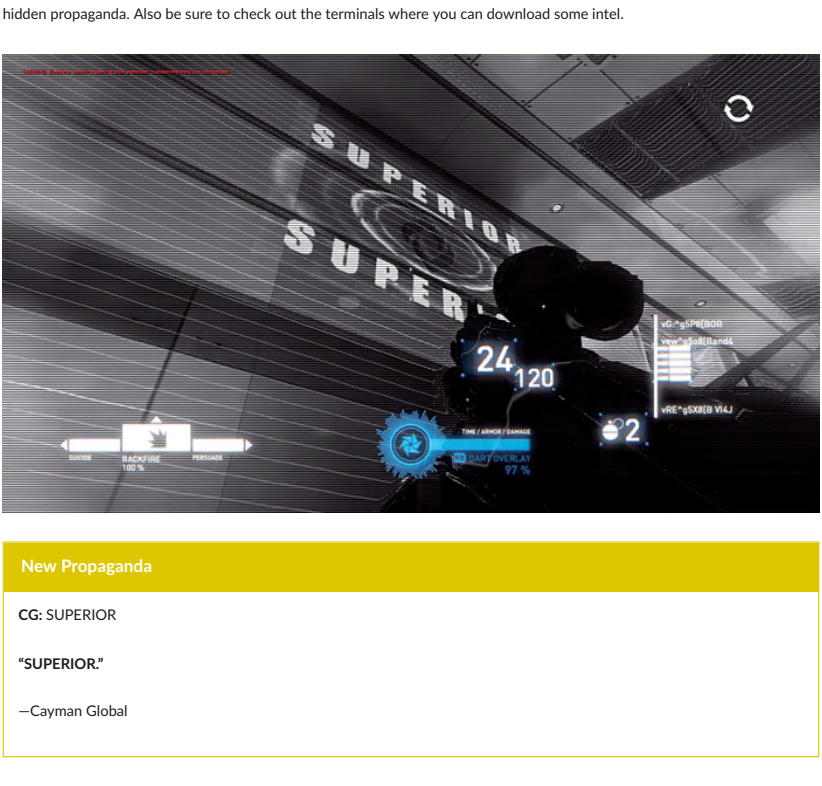
Head up another short flight of stairs to get to the top catwalk. While you can finish off the UAVs, you can also sprint across the catwalk and then move into the UAV control room. Kill the technician as you enter. Then use the control terminal to shut down the remaining UAVs.



Check in your SWARM at the weapon rack in order to open the door to the barracks area. Follow the corridor to the right and head down the stairs.



As you head down the stairs, look at the Cayman Global icon on the wall to the right. Activate your DART overlay to reveal the hidden propaganda. Also be sure to check out the terminals where you can download some intel.

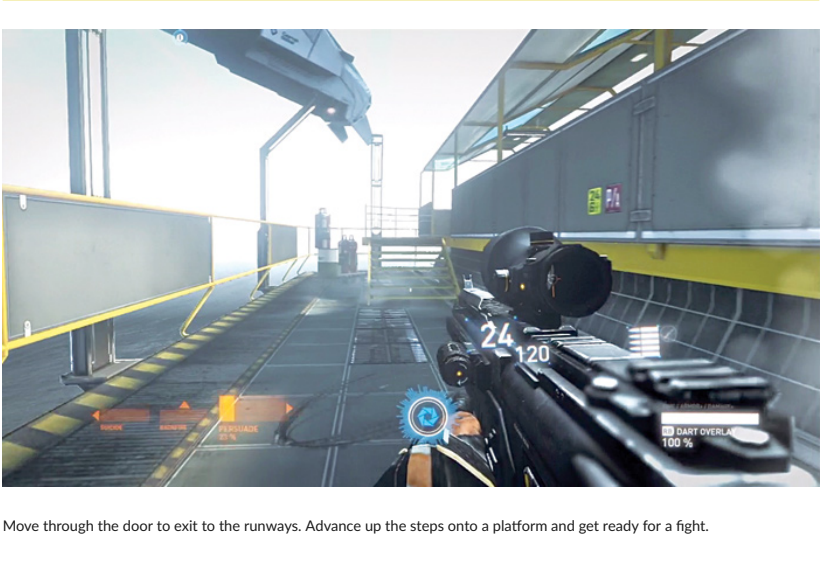


### New Propaganda

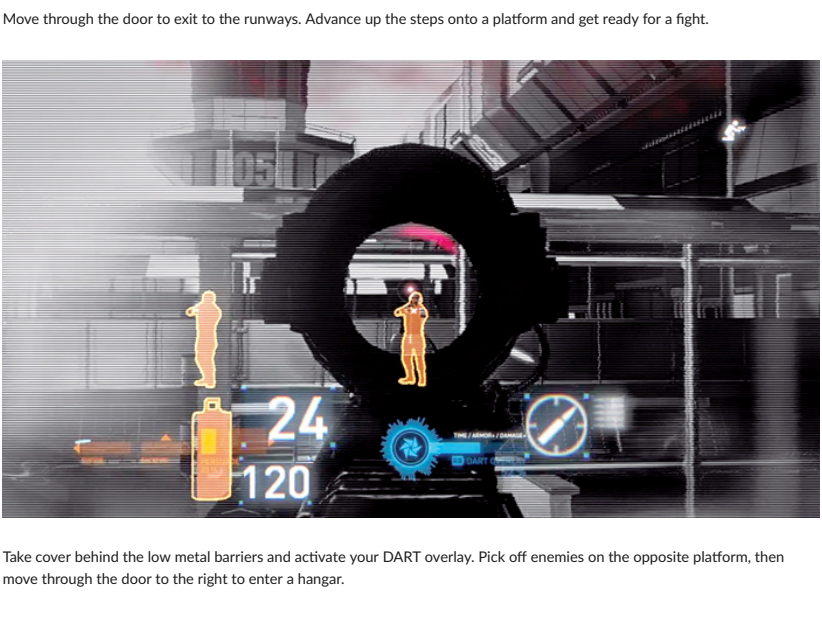
**CG:** SUPERIOR

**"SUPERIOR."**

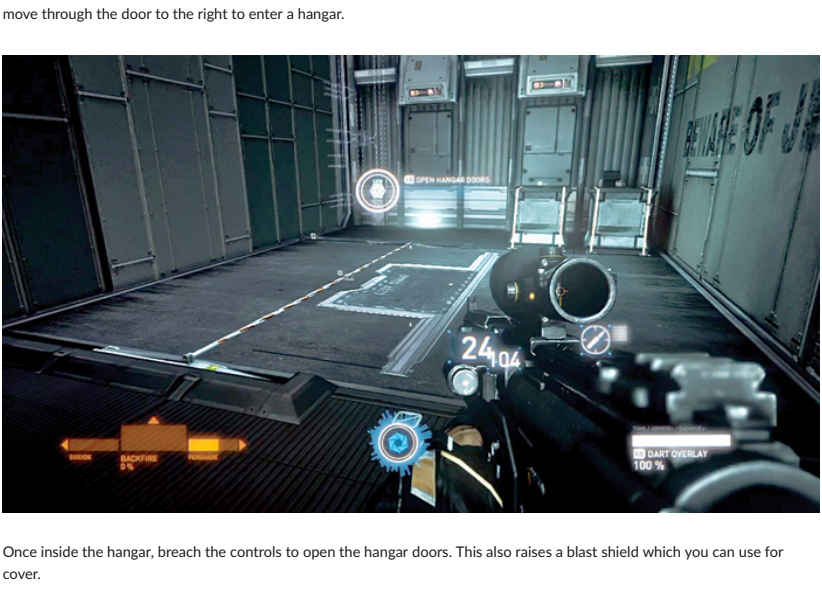
—Cayman Global



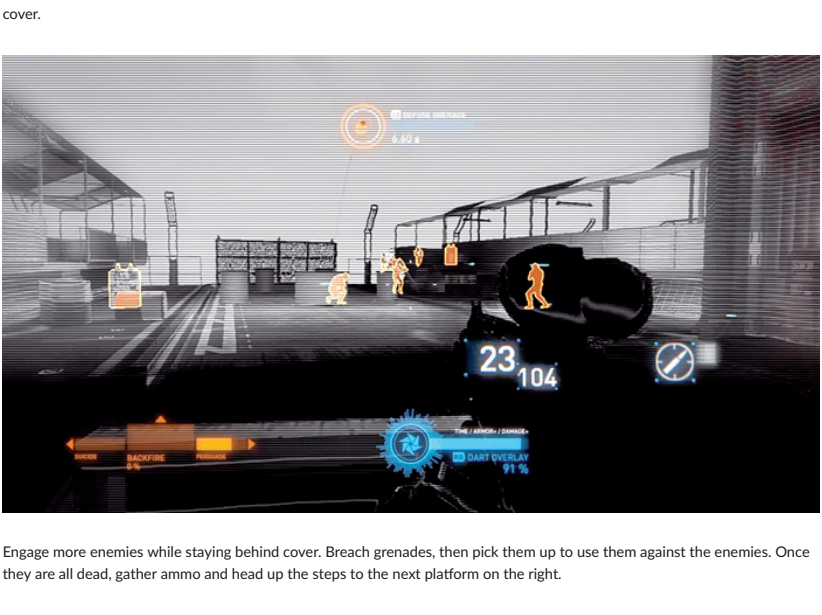
Move through the door to exit to the runways. Advance up the steps onto a platform and get ready for a fight.



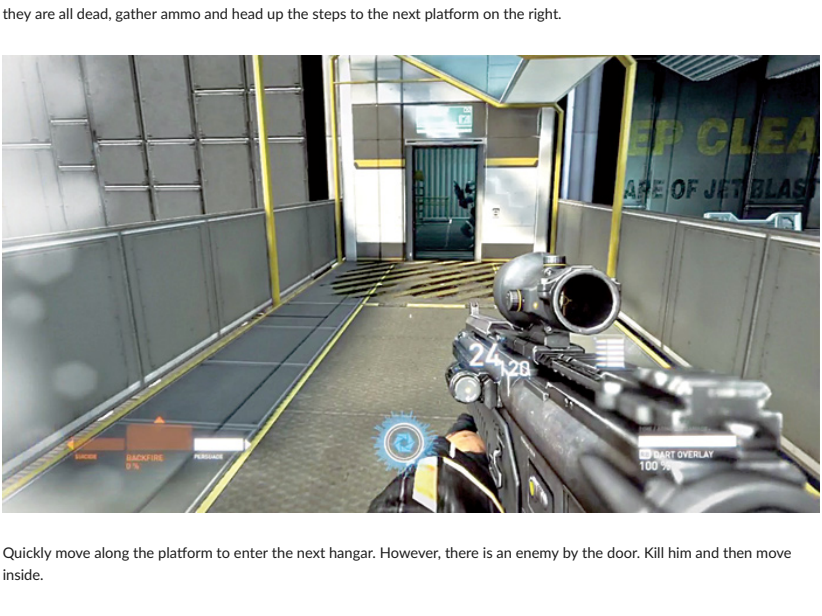
Take cover behind the low metal barriers and activate your DART overlay. Pick off enemies on the opposite platform, then move through the door to the right to enter a hangar.



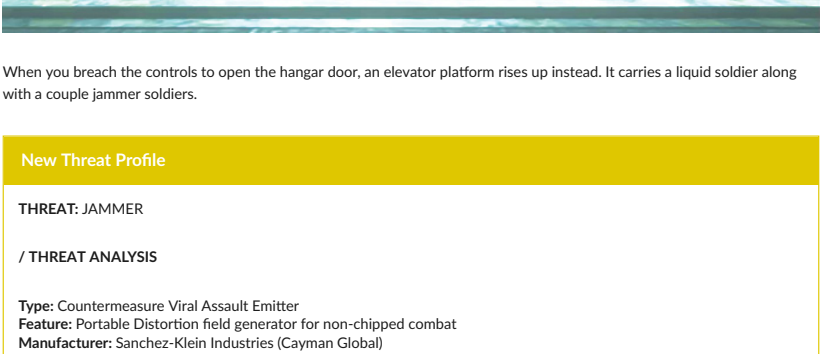
Once inside the hangar, breach the controls to open the hangar doors. This also raises a blast shield which you can use for cover.



Engage more enemies while staying behind cover. Breach grenades, then pick them up to use them against the enemies. Once they are all dead, gather ammo and head up the steps to the next platform on the right.



Quickly move along the platform to enter the next hangar. However, there is an enemy by the door. Kill him and then move inside.



When you breach the controls to open the hangar door, an elevator platform rises up instead. It carries a liquid soldier along with a couple jammer soldiers.

### New Threat Profile

**THREAT:** JAMMER

**/ THREAT ANALYSIS**

**Type:** Countermeasure Viral Assault Emitter
**Feature:** Portable Distortion field generator for non-chipped combat
**Manufacturer:** Sanchez-Klein Industries (Cayman Global)

**TACTICAL SUMMARY**

Generates a distortion field around the carrier that disables all chip-enhanced equipment within the area.

When standing outside the field, all breach targets inside the area are locked from external breach attacks.

Standing inside the field, DART chip systems are distorted and breaching, enemy predictions, weapon info and applications are severely hindered.

**INTEL FEED**

Cayman Global's "chip countermeasure commandos" are battlefield-equipped with Sanchez-Klein's Viral Assault software and are trained to operate in squad with conventional Cayman Global forces.

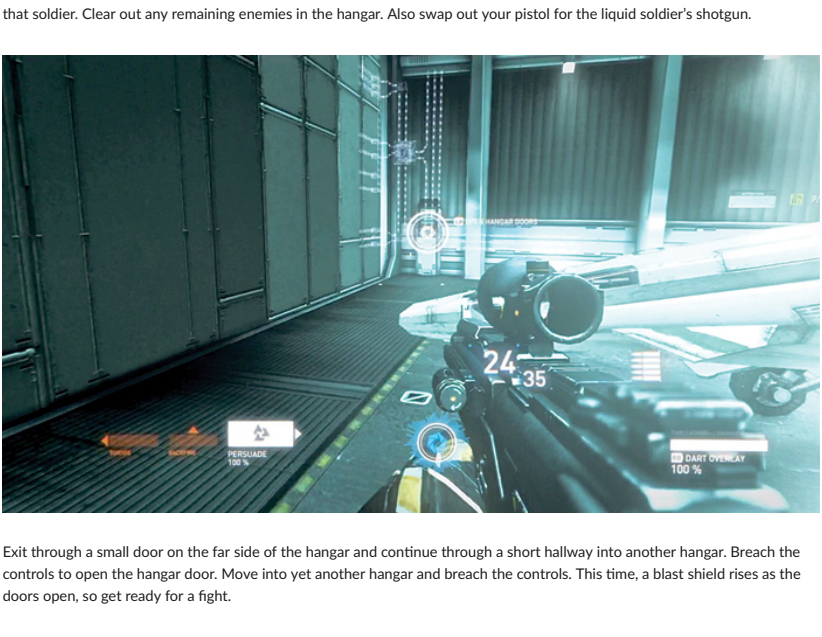
The Sanchez-Klein VA system deploys multiple viral packages with deep penetrative capability, constantly evolving corruption code and ultra-fast bloom effect.

At present time, there is no known anti-viral for this system. Optimum combat strategy is to neutralize the countermeasures commando with conventional weapons.

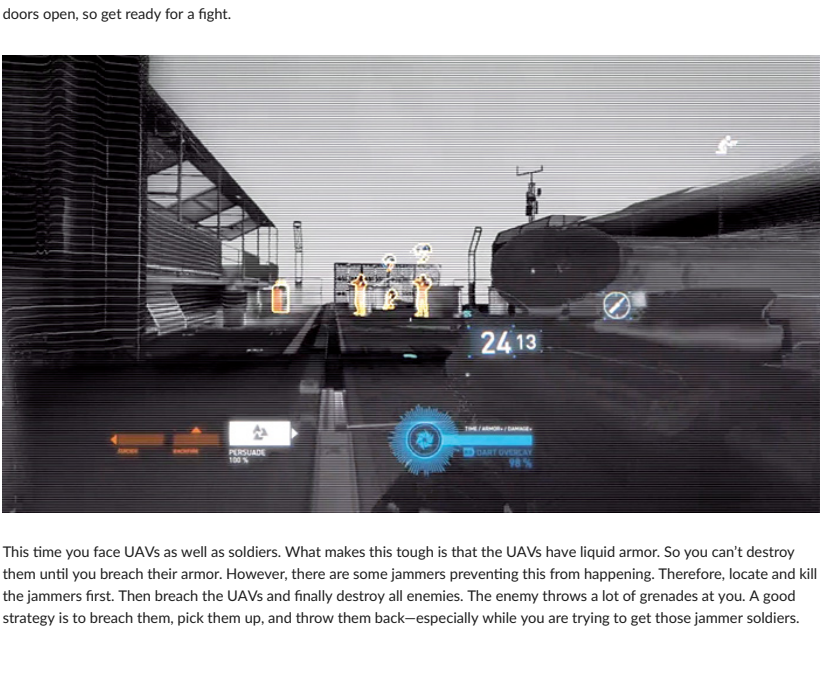
Reports indicate that the VA system has been optimized and variants have been used in prototype emitter mines, as well as in infantry grenades.

/ end of entry

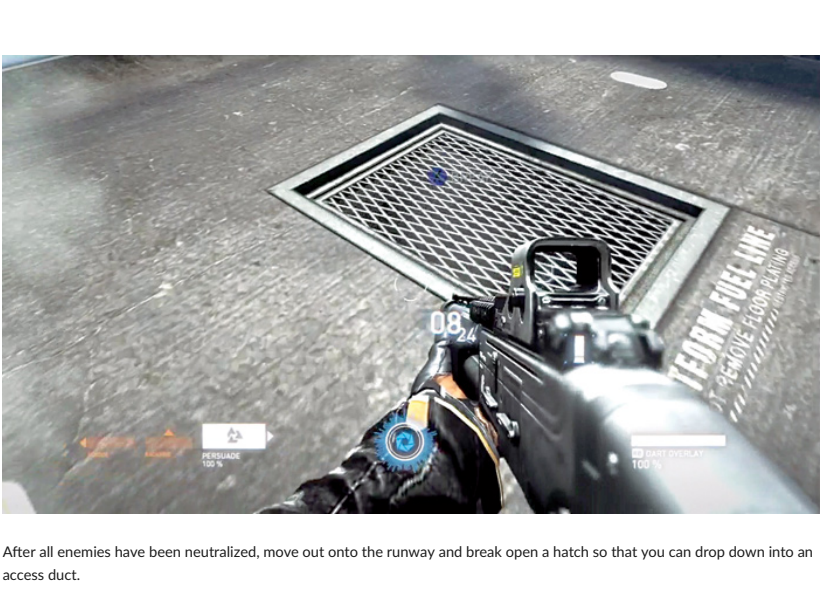
Activate the DART overlay. The jammer soldiers appear with a white halo around them. While the liquid soldier stays near them, you can't breach his armor. Therefore, those jammers have to go. Take cover and target the jammer soldiers first. If you still have a frag grenade, use it or shoot at explosive containers. Once both jammers are down, breach the liquid armor and kill that soldier. Clear out any remaining enemies in the hangar. Also swap out your pistol for the liquid soldier's shotgun.



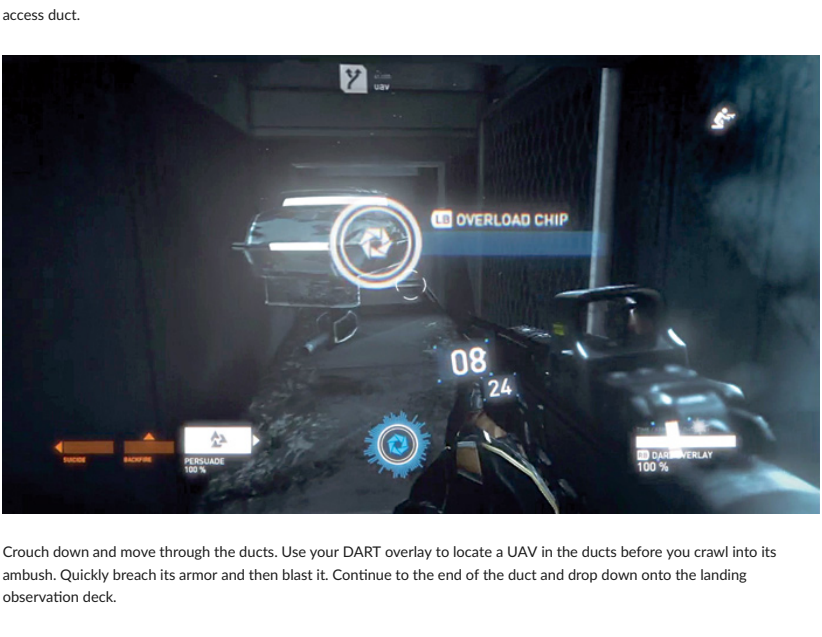
Exit through a small door on the far side of the hangar and continue through a short hallway into another hangar. Breach the controls to open the hangar door. Move into yet another hangar and breach the controls. This time, a blast shield rises as the doors open, so get ready for a fight.



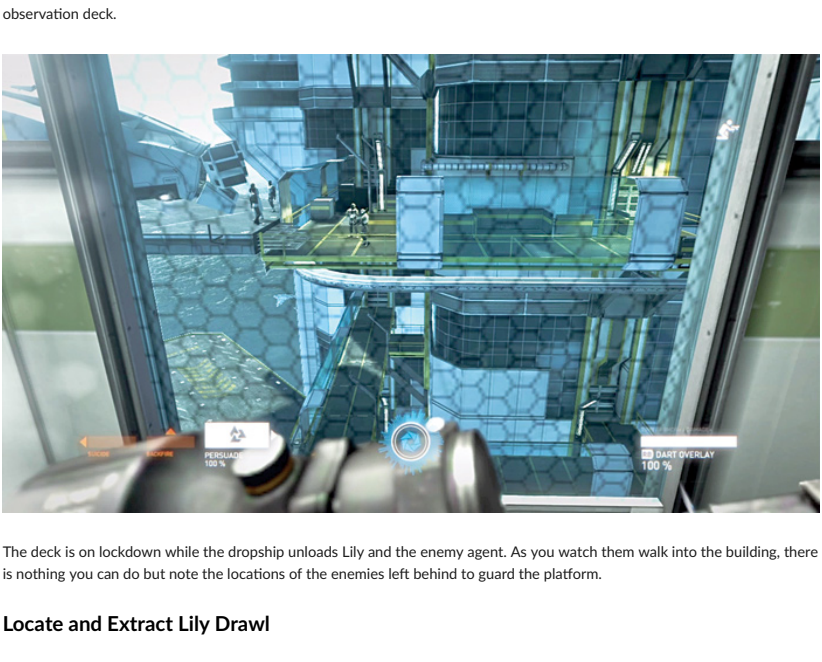
This time you face UAVs as well as soldiers. What makes this tough is that the UAVs have liquid armor. So you can't destroy them until you breach their armor. However, there are some jammers preventing this from happening. Therefore, locate and kill the jammers first. Then breach the UAVs and finally destroy all enemies. The enemy throws a lot of grenades at you. A good strategy is to breach them, pick them up, and throw them back—especially while you are trying to get those jammer soldiers.



After all enemies have been neutralized, move out onto the runway and break open a hatch so that you can drop down into an access duct.

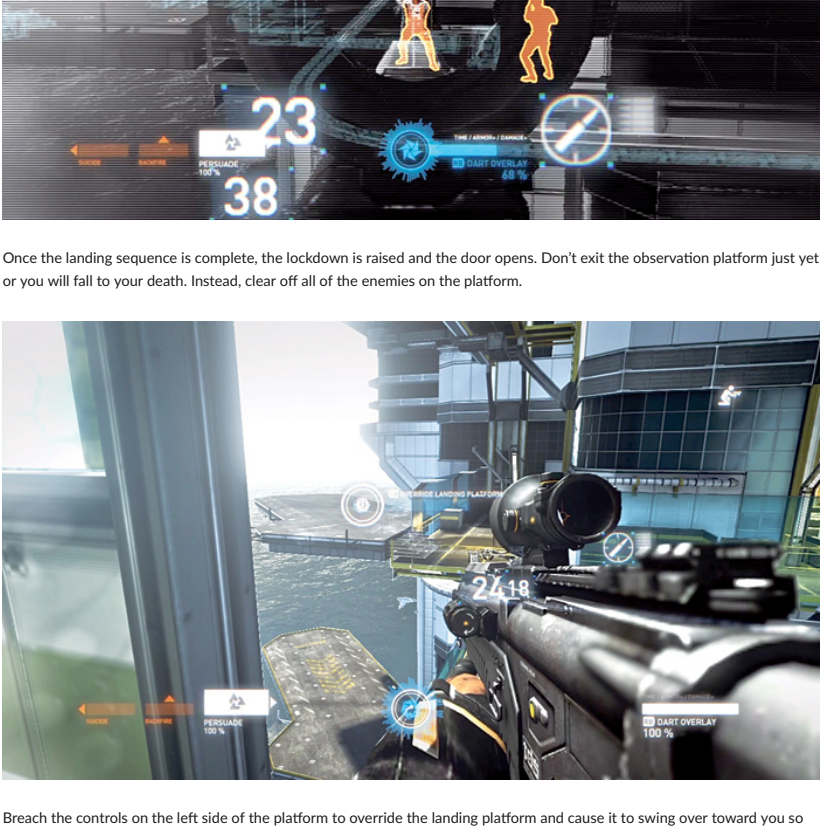


Crouch down and move through the ducts. Use your DART overlay to locate a UAV in the ducts before you crawl into its ambush. Quickly breach its armor and then blast it. Continue to the end of the duct and drop down onto the landing observation deck.

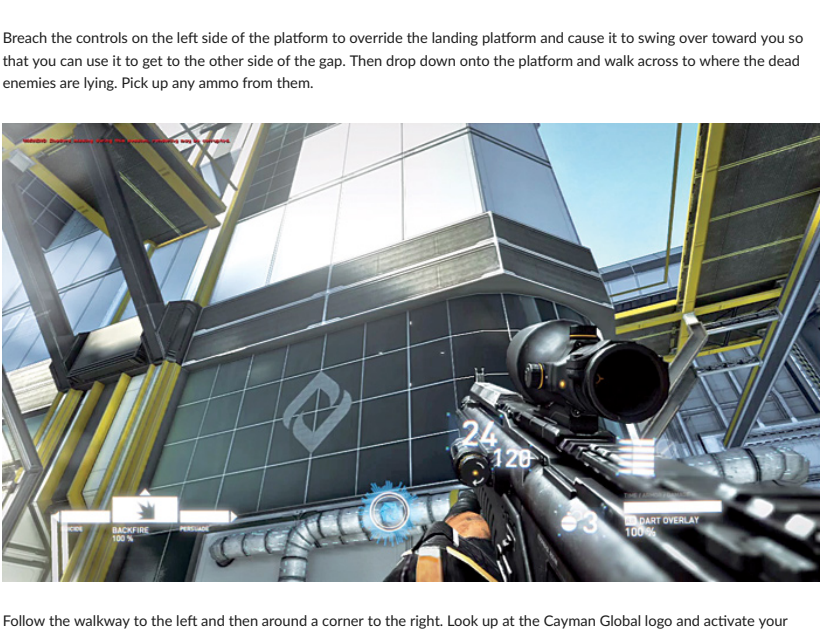


The deck is on lockdown while the dropship unloads Lily and the enemy agent. As you watch them walk into the building, there is nothing you can do but note the locations of the enemies left behind to guard the platform.

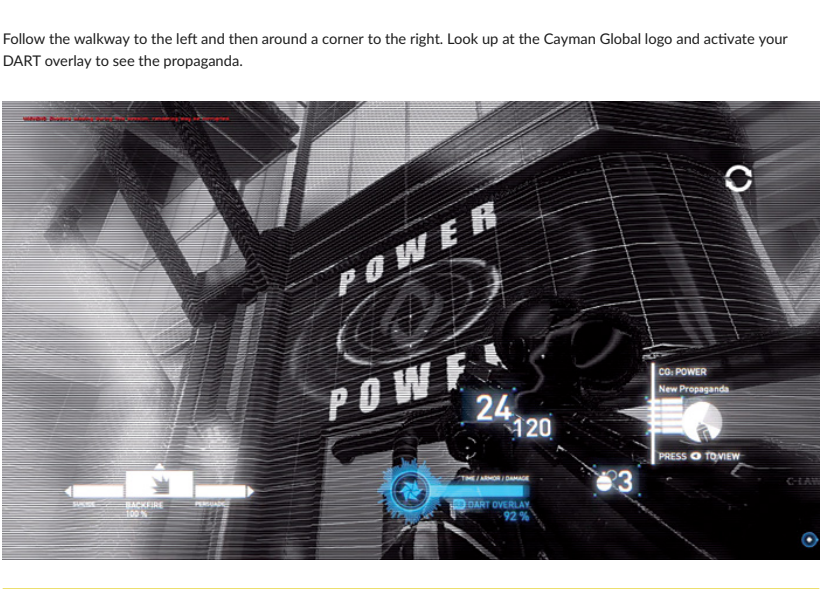
## Locate and Extract Lily Drawl



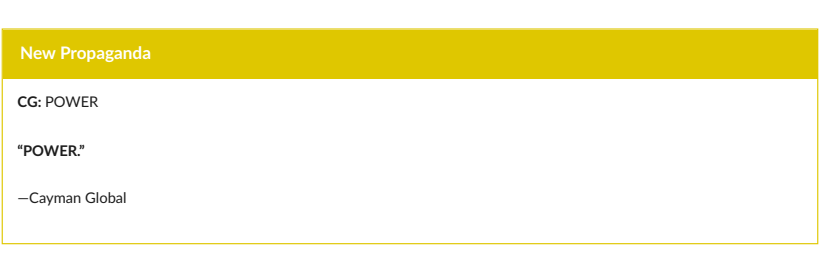
Once the landing sequence is complete, the lockdown is raised and the door opens. Don't exit the observation platform just yet or you will fall to your death. Instead, clear off all of the enemies on the platform.



Breach the controls on the left side of the platform to override the landing platform and cause it to swing over toward you so that you can use it to get to the other side of the gap. Then drop down onto the platform and walk across to where the dead enemies are lying. Pick up any ammo from them.



Follow the walkway to the left and then around a corner to the right. Look up at the Cayman Global logo and activate your DART overlay to see the propaganda.

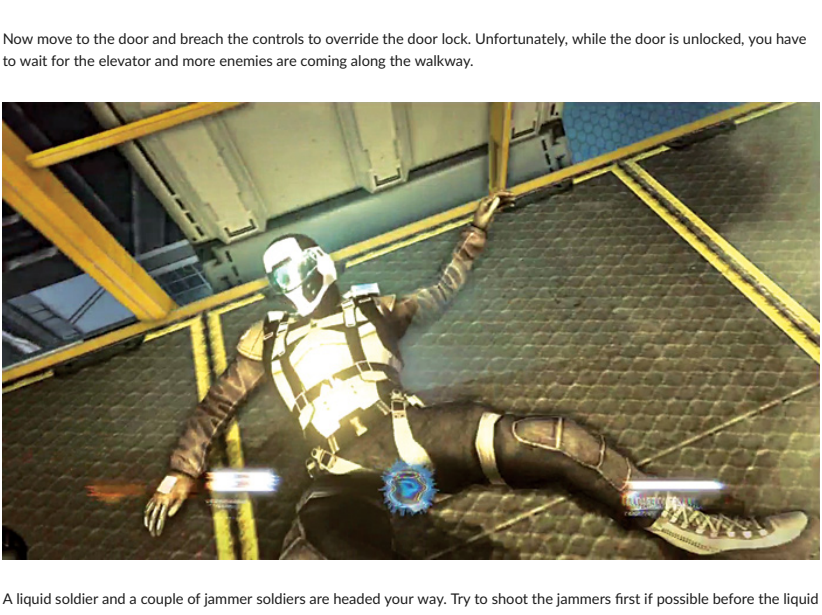


### New Propaganda

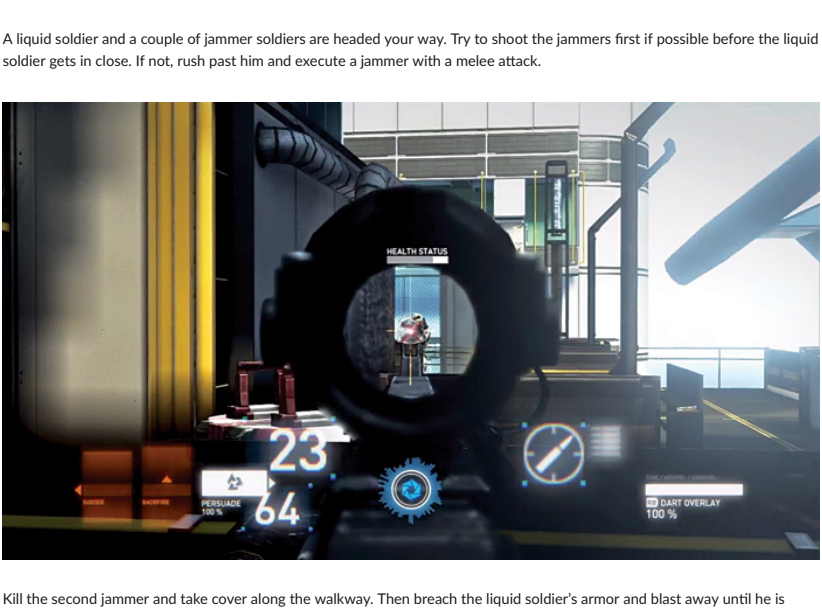
**CG:** POWER

**"POWER."**

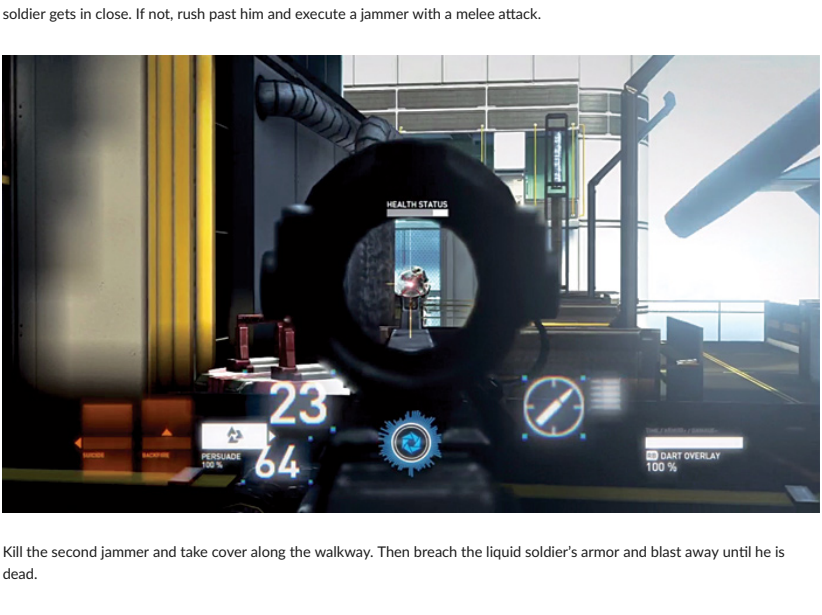
—Cayman Global



Now move to the door and breach the controls to override the door lock. Unfortunately, while the door is unlocked, you have to wait for the elevator and more enemies are coming along the walkway.



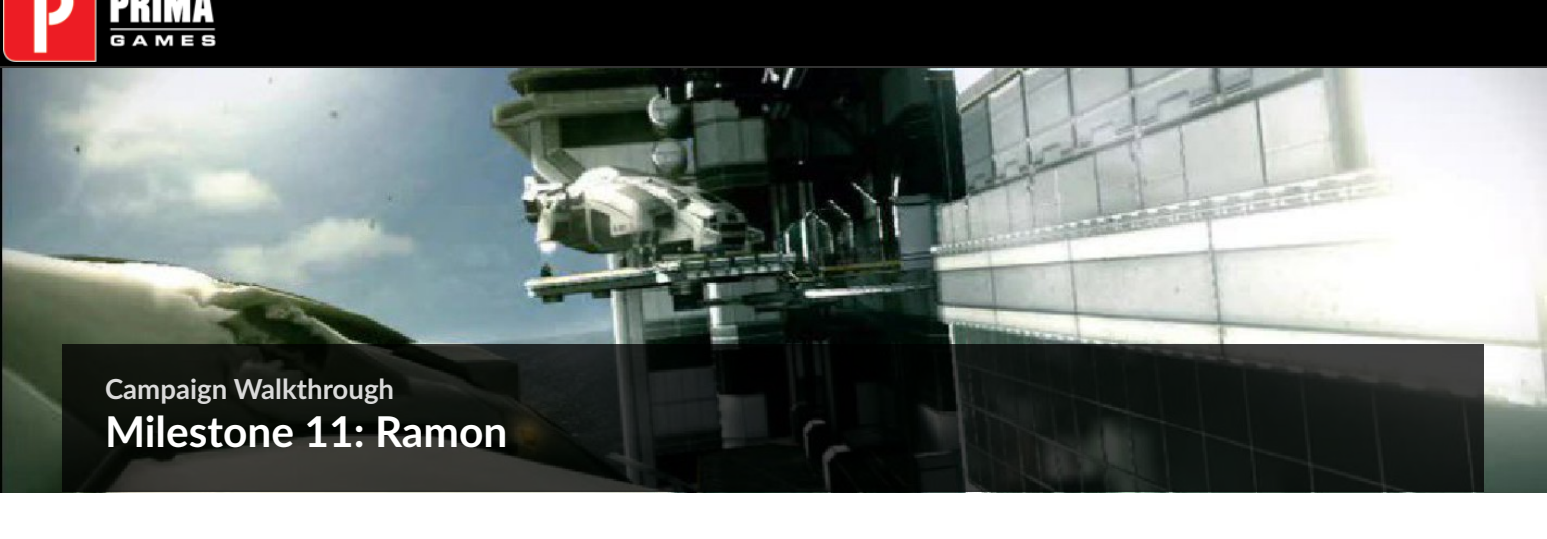
A liquid soldier and a couple of jammer soldiers are headed your way. Try to shoot the jammers first if possible before the liquid soldier gets in close. If not, rush past him and execute a jammer with a melee attack.



Kill the second jammer and take cover along the walkway. Then breach the liquid soldier's armor and blast away until he is dead.

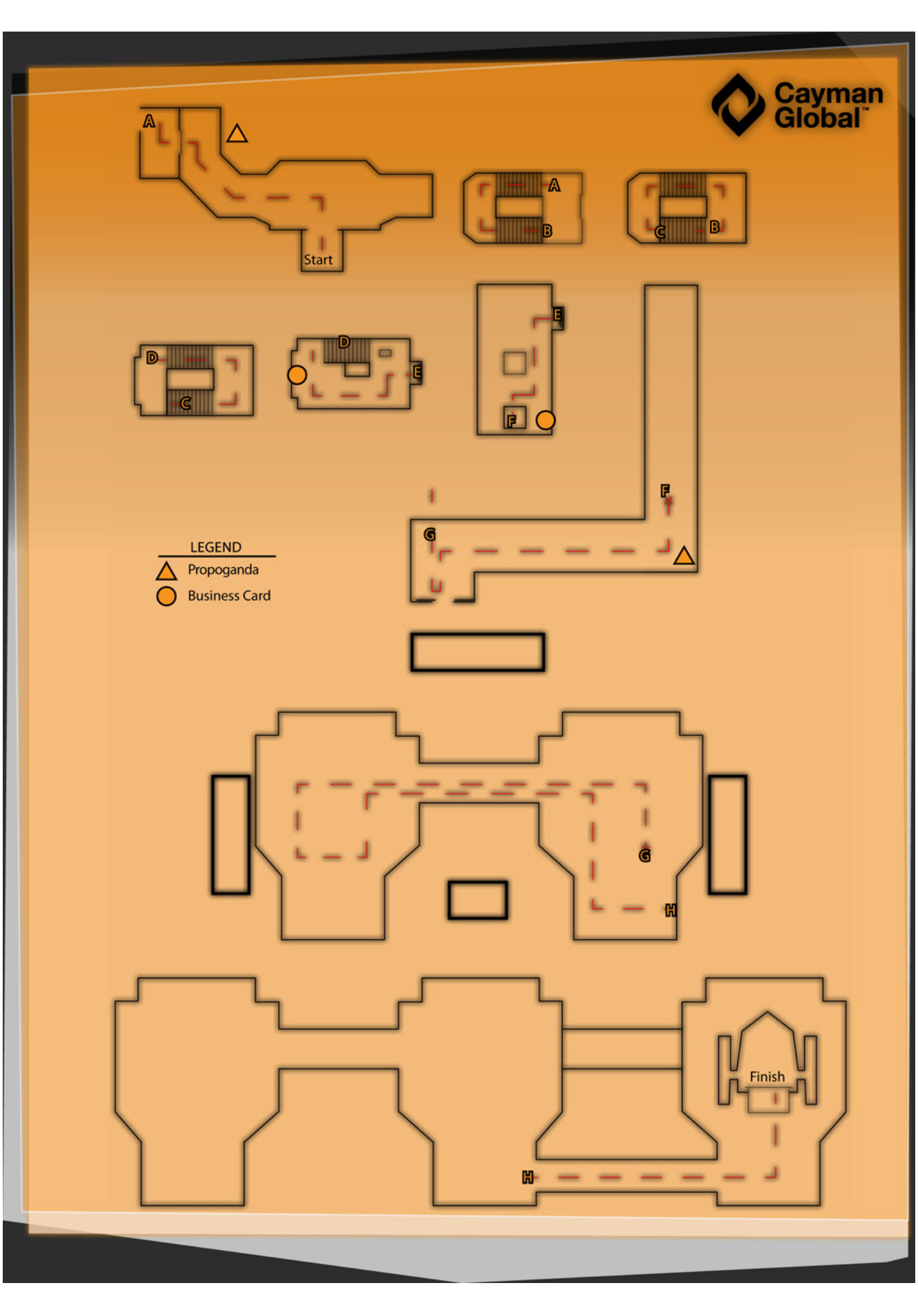
08
24
PERSUADE 100 %

Finally move back to the elevator which has arrived. Enter it to complete this milestone...

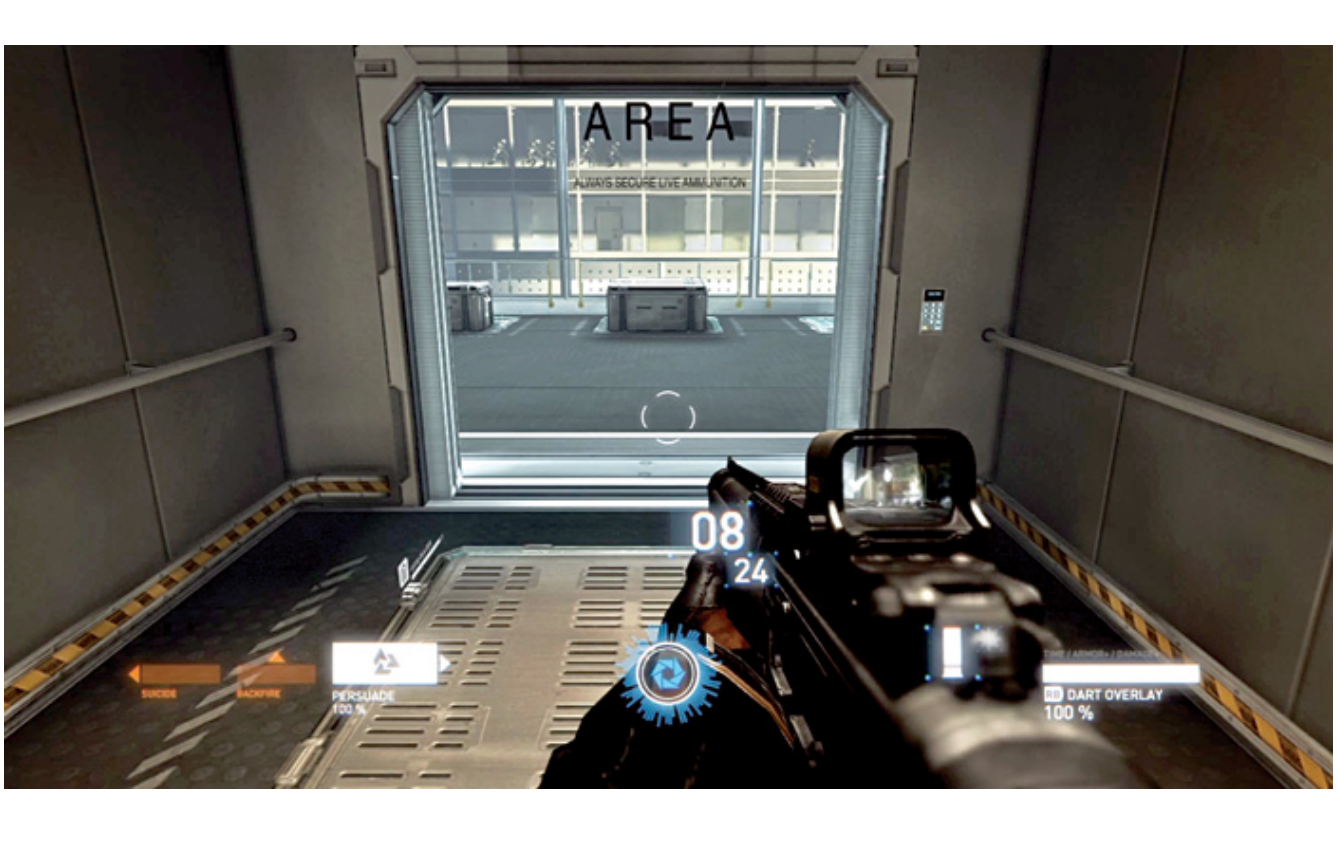


Campaign Walkthrough

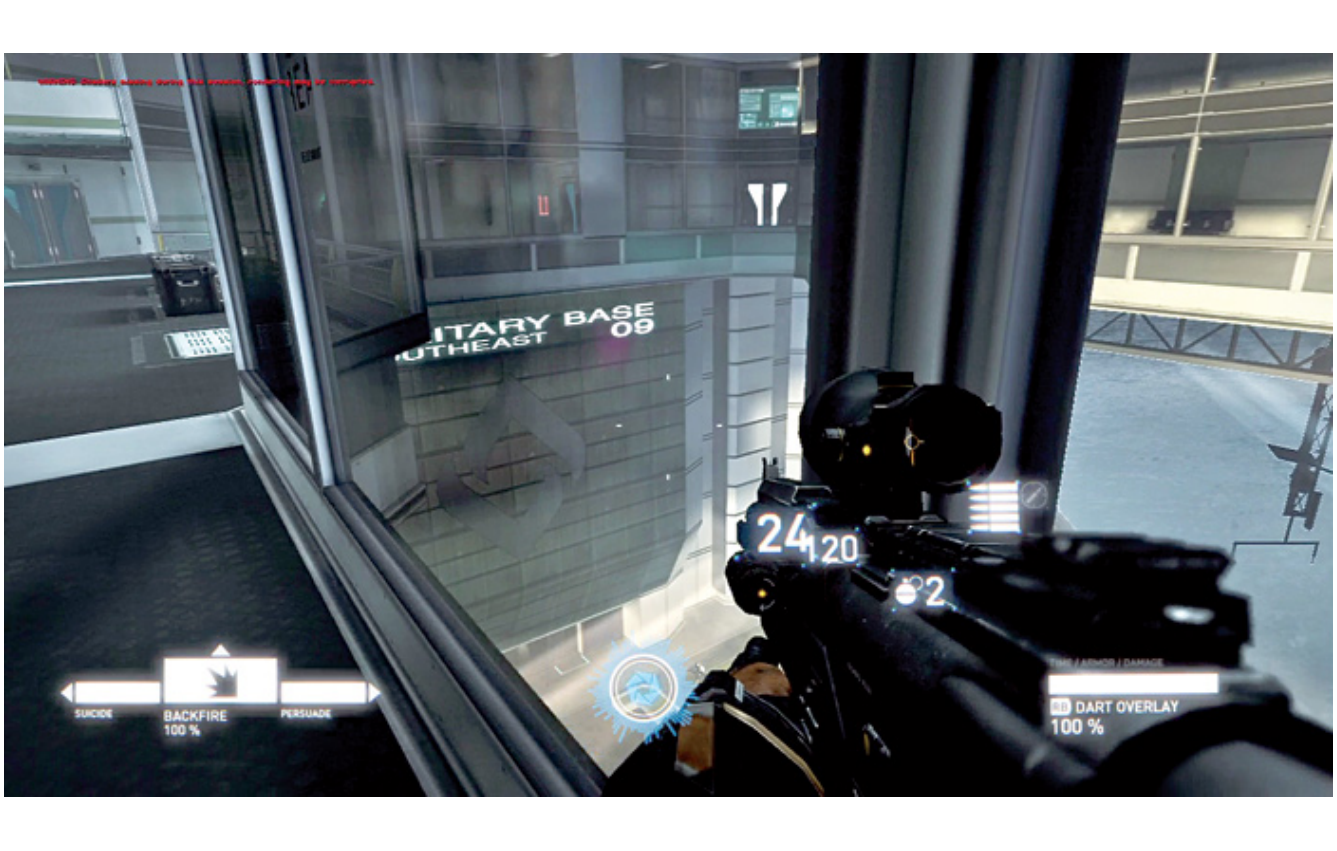
# Milestone 11: Ramon



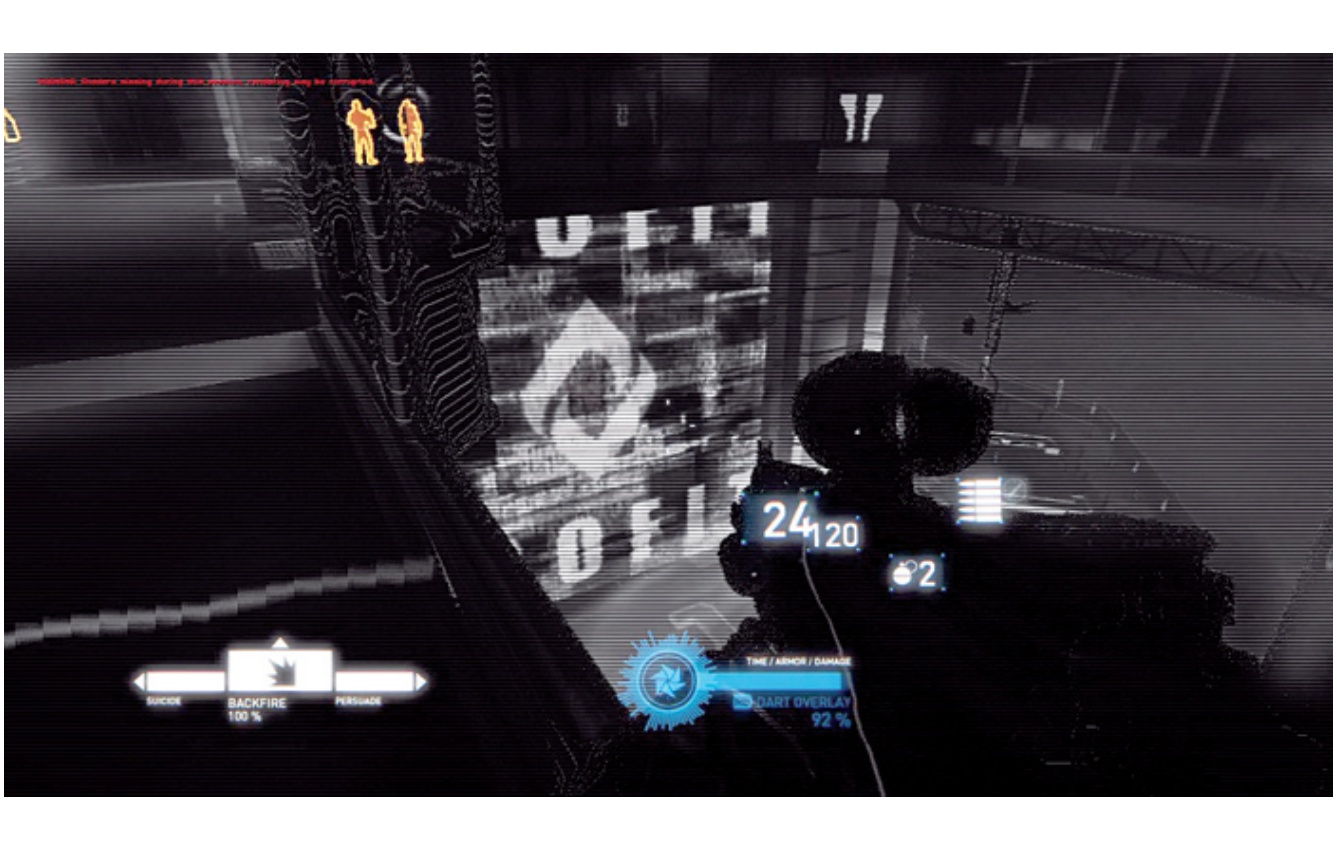
## Locate and Extract Lily Drawl



The elevator carries you up into a secure area. The agent has taken Lily Drawl here and now you need to get her back.



As soon as you get off the elevator, look out the window and then down and to the left to locate the Cayman Global logo. Switch on your DART overlay to see the hidden propaganda.

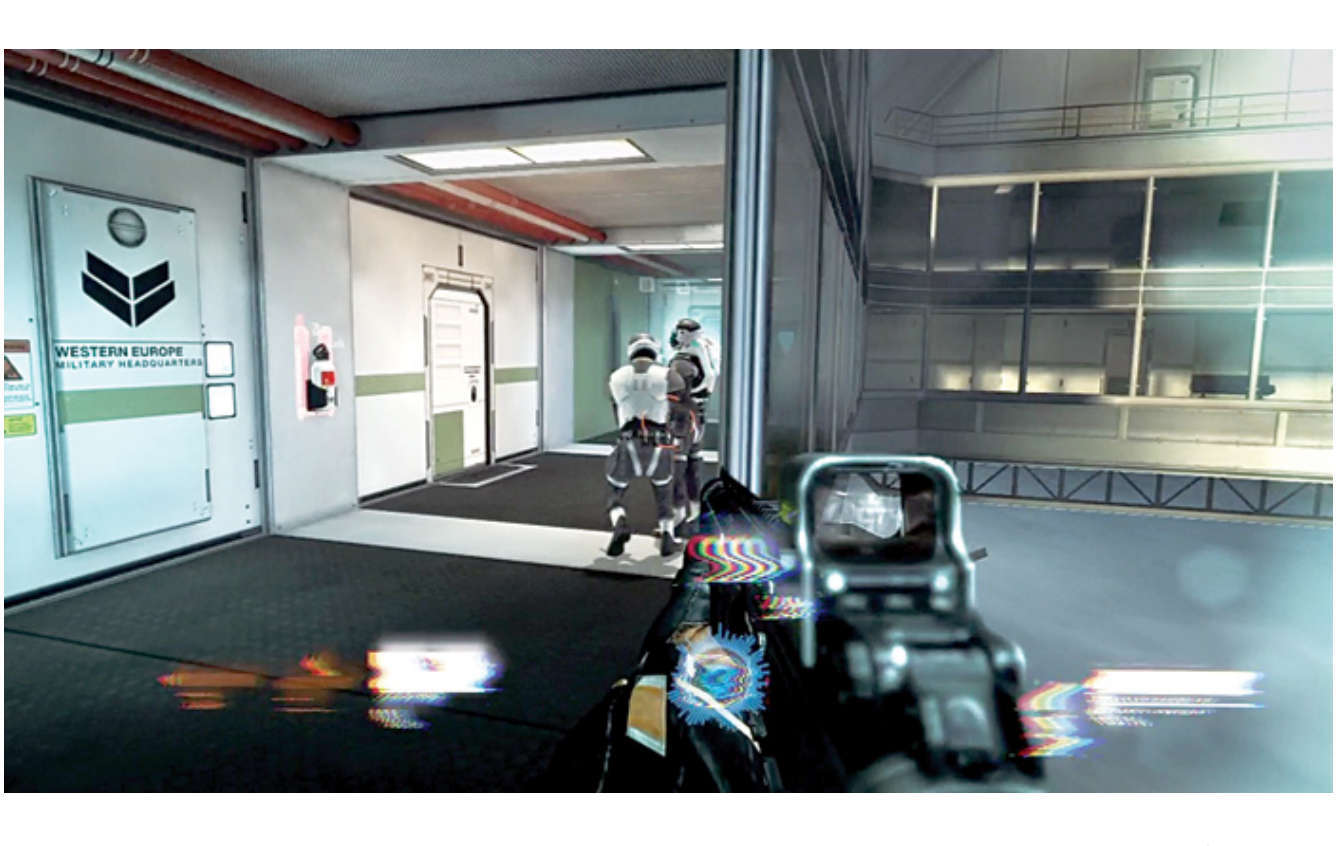


### New Propaganda

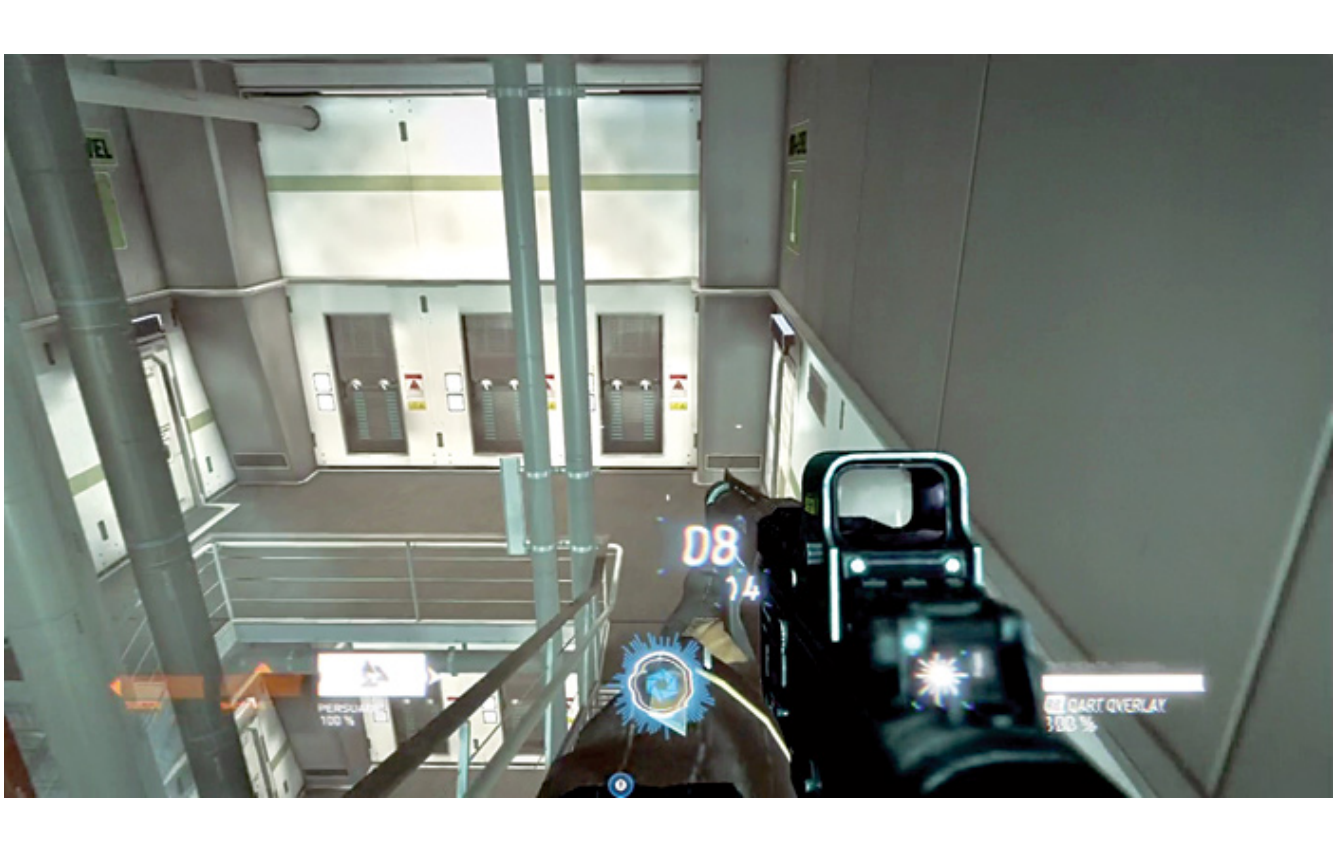
**CG** : PROFIT

**"PROFIT."**

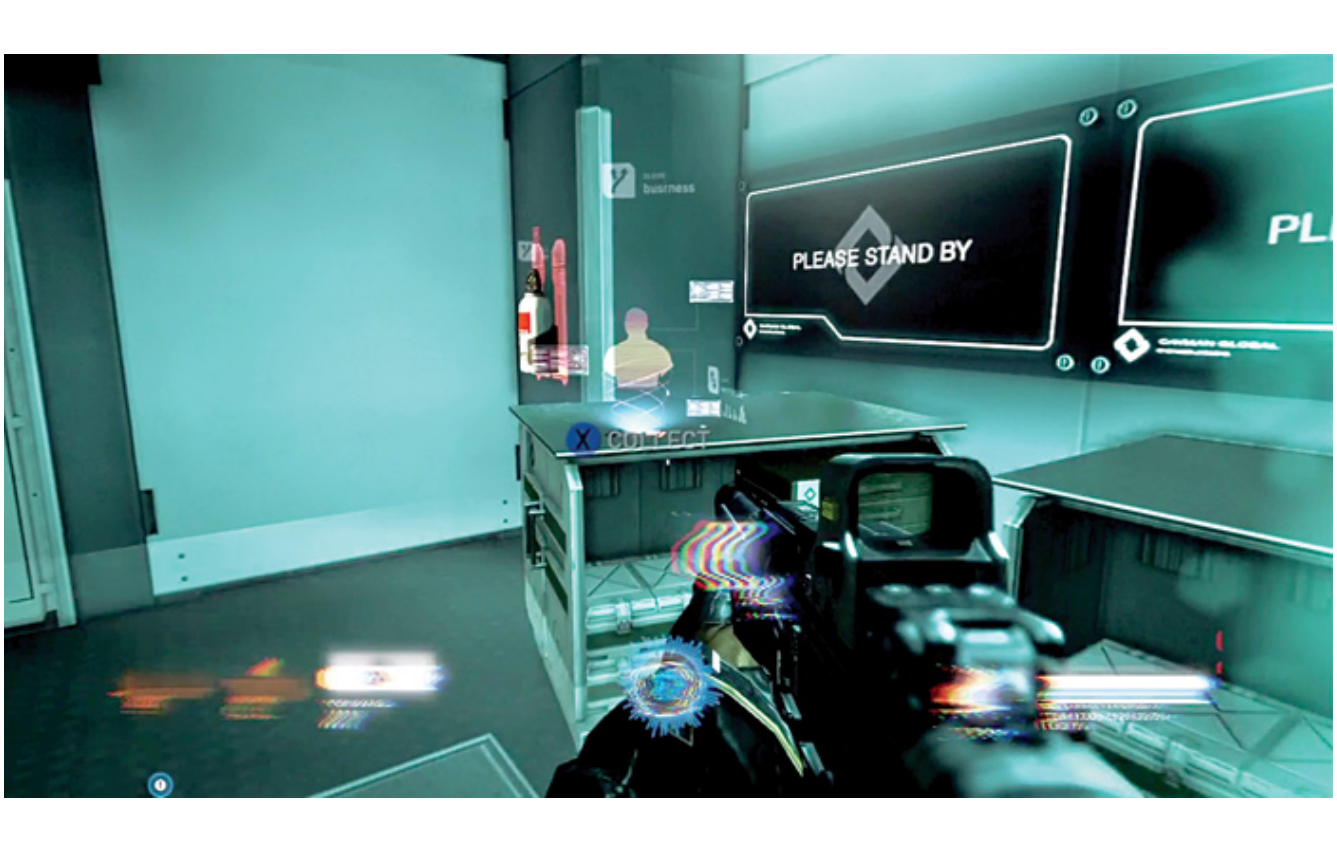
—Cayman Global



Follow the corridor to the left. There are two enemies around a corner—one of them is a jammer soldier, so you can't use your apps against them. Instead, just move in and kill them both.



Continue through an small open door into a stairwell. Descend several flights of stairs to get down to the bottom.



At the bottom, pick up a business card on a cart to add it to your collection.

### New Personnel Log

**IVELIS FAMOSA**

**/ PROFILE ENTRY**

**Name:** Ivelis Famosa

**Age:** 31

**Position** : Chief Petty Officer

**Affiliation** : Cayman Global

**Clearance** : Grade 11

**LOGGED ENTRY**

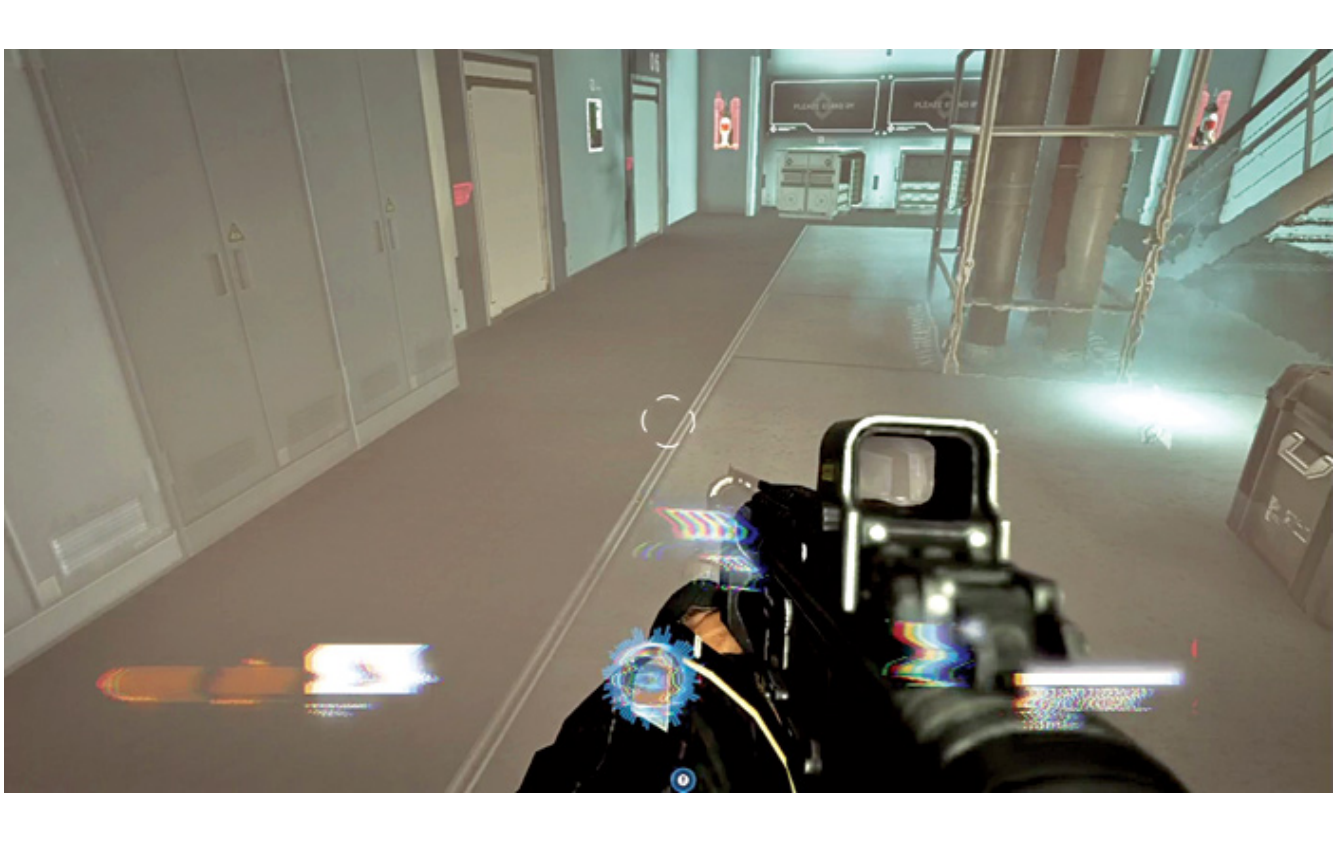
/CG.internal.memo: All members, deck_crew11

As most of you have already heard, yet another live jamming grenade has been found hidden at the bottom of a trash can in the galley on Deck 34. Together with the Master-at-Arms I have conducted a thorough inventory of the deck armory, and we have confirmed that three more grenades remain unaccounted for.

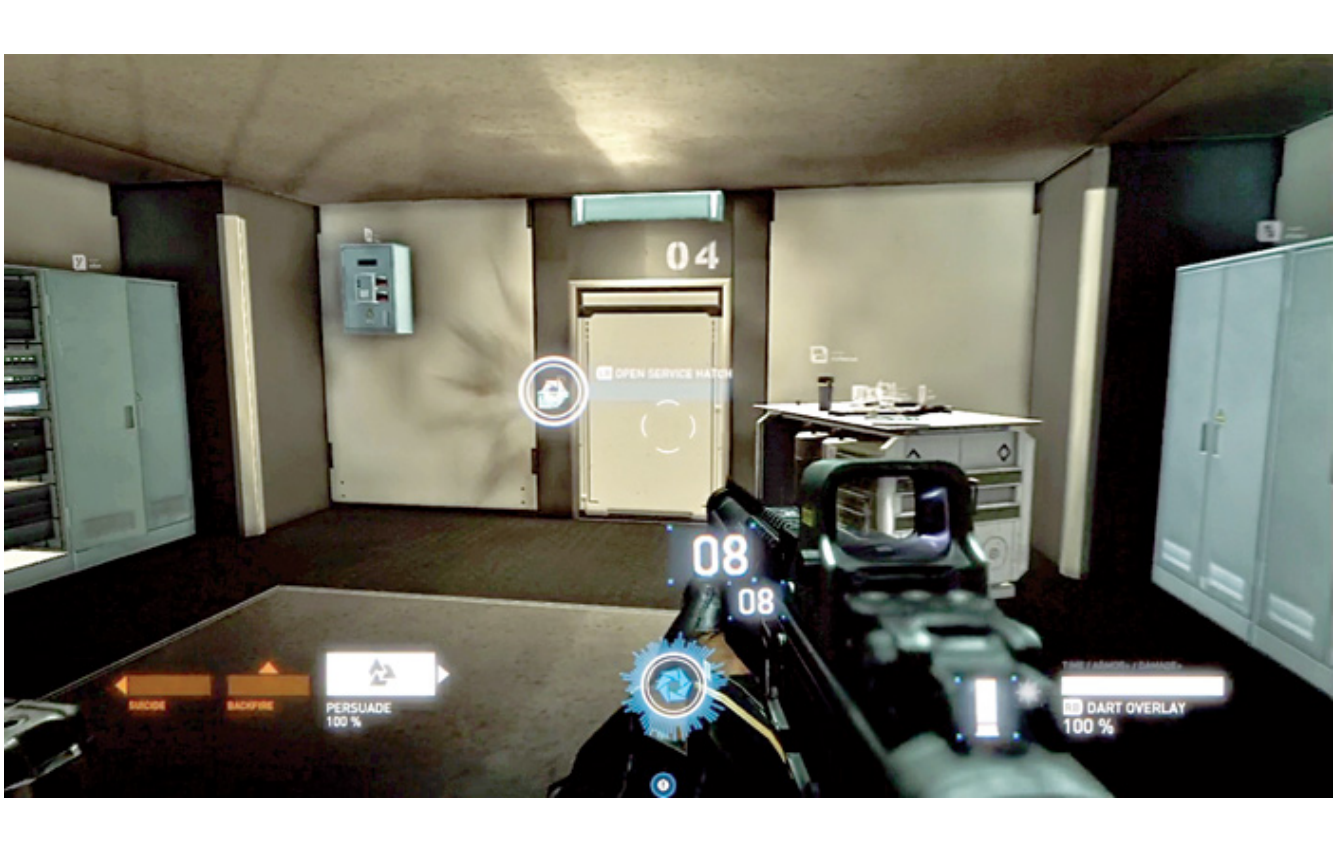
Not only can these grenades damage or destroy expensive and critical equipment, but they negatively impact all CHIP carriers. There have been reports among the deck crew of people suffering from nosebleeds, nausea, migraines and any number of other CHIP-induced effects as a result of these grenades. On at least one occasion, a person experienced complete loss of bowel control.

I know there's been a long history of pranks and practical jokes in this department, but so far they have been relatively benign and I have chosen to look the other way. Evidently this has been in error. A complete search of all personal lockers will be carried out, and the random strip searches will continue until all three grenades have been recovered. That is all.

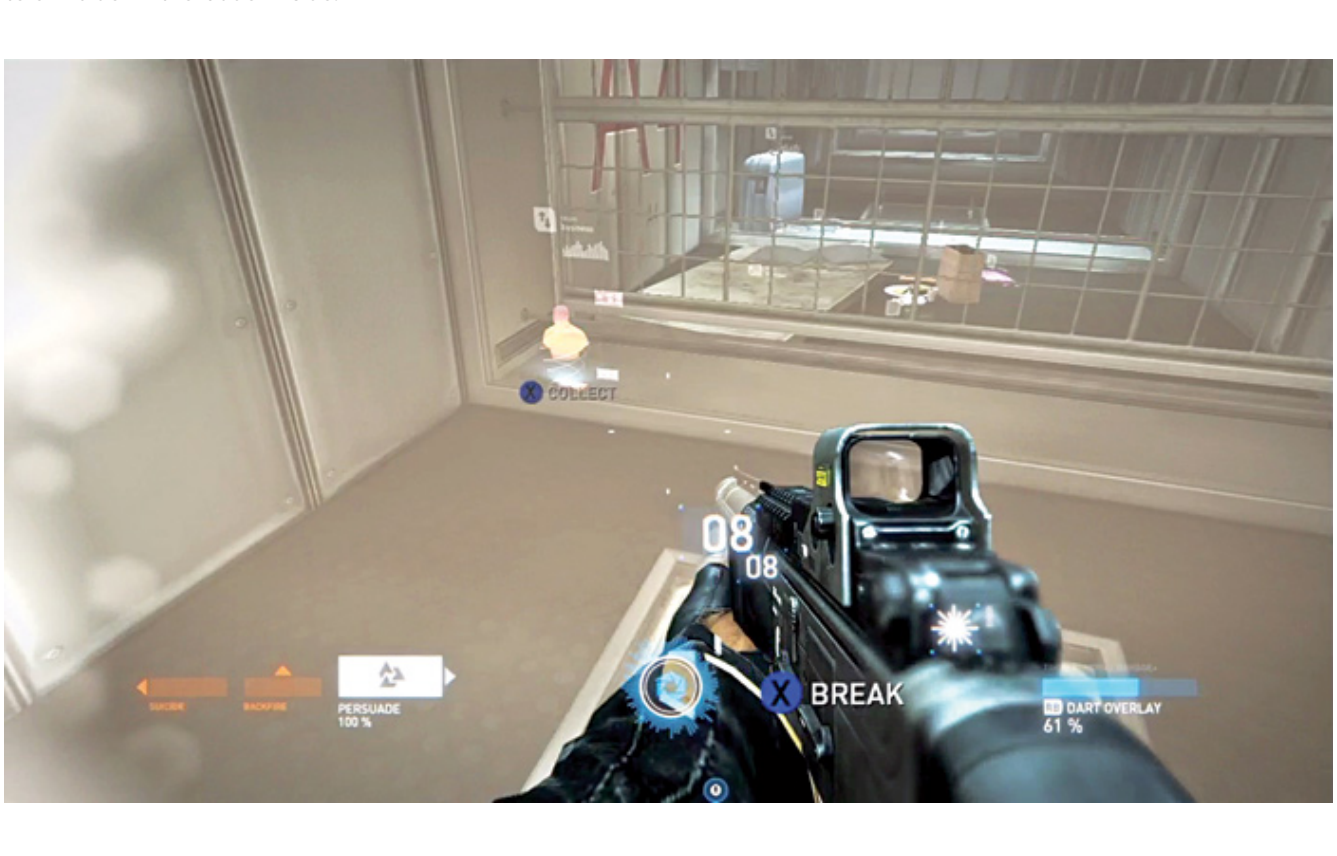
/ end of entry



To get out of the stairwell, you must first break the jamming grenade. It is located on the floor and is brightly lit. Walk over to it and press the action button to step on it and halt the jamming.



Breach the controls to open service hatch 1 so you can get some intel. Next open service hatch 4 and move through the hatch to climb down the ladder inside.



At the bottom, follow a maintenance corridor to the end where you can find another business card. Pick it up and then break the hatch in the floor and drop down onto a catwalk below.

### New Personnel Log

**GINO ESTAVEZ**

**/ PROFILE ENTRY**

**Nam e:** Gino "The Leak" Estavez

**Age** : 25

**Position** : Unemployed (missing)

**Affiliation** : N/A

**Clearance** : Grade 0

**LOGGED ENTRY**

/ CG.Command_intel: unauthorized.transmission_ID653002133

May-Belle, my darling. Sorry for leaving so quickly, but I got a visit from MacKinnon and the guys. No worries, I'm okay, except for a few broken fingers.

Got some news on why. I found out that Jake used my name as reference when he gambled on credit down at the pits a couple of weeks ago. My guess is that he didn't win, but at least now I know why MacKinnon was sending me all those dead doves.

I know Jake pulled shit like this back when we were dodging enforcers and ripping consumers in Soho, but he never pissed off anyone important.

Anyways, I got Frankie, the stupid ass (still babbling about his lizards or whatever), to front me some cash for the ride here. He even pulled some favor with the customs guys to get me in. I'm living the life here. Only problems are that they clean the pipes with some shit-nasty gas, and the duct workers here are armed to the teeth.

I try to strip copper for a guy down in the freshwater tanks, to pay for a Cayman ID he's promised me, but I haven't heard from him since last Tuesday. I'll let you know when I'm all sorted here. I only have to gather three more tons (and get the guy to pay me).

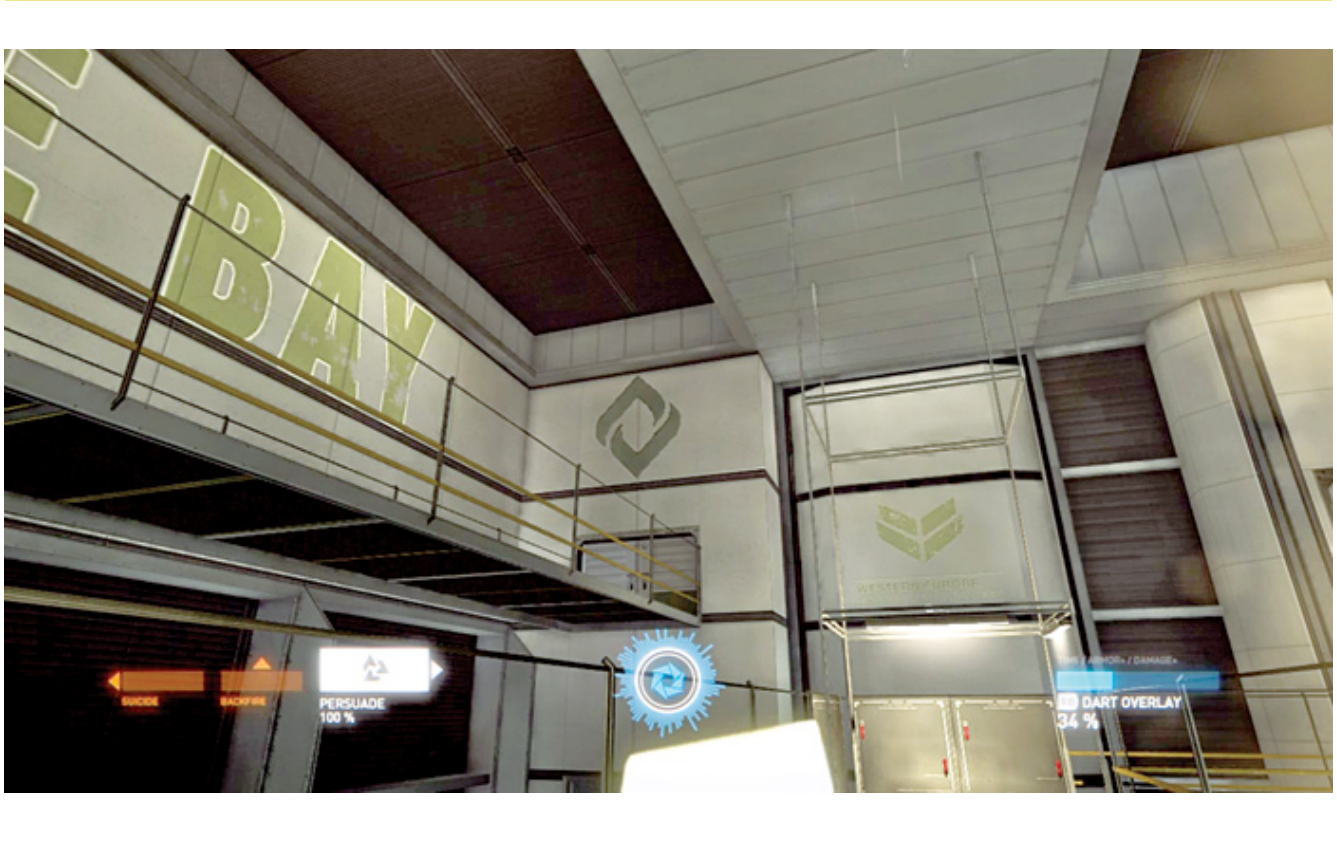
Give my love to the rest of the girls and make sure you beat up Jake for me.

/ CG.Command_order: elimination_protocol13C

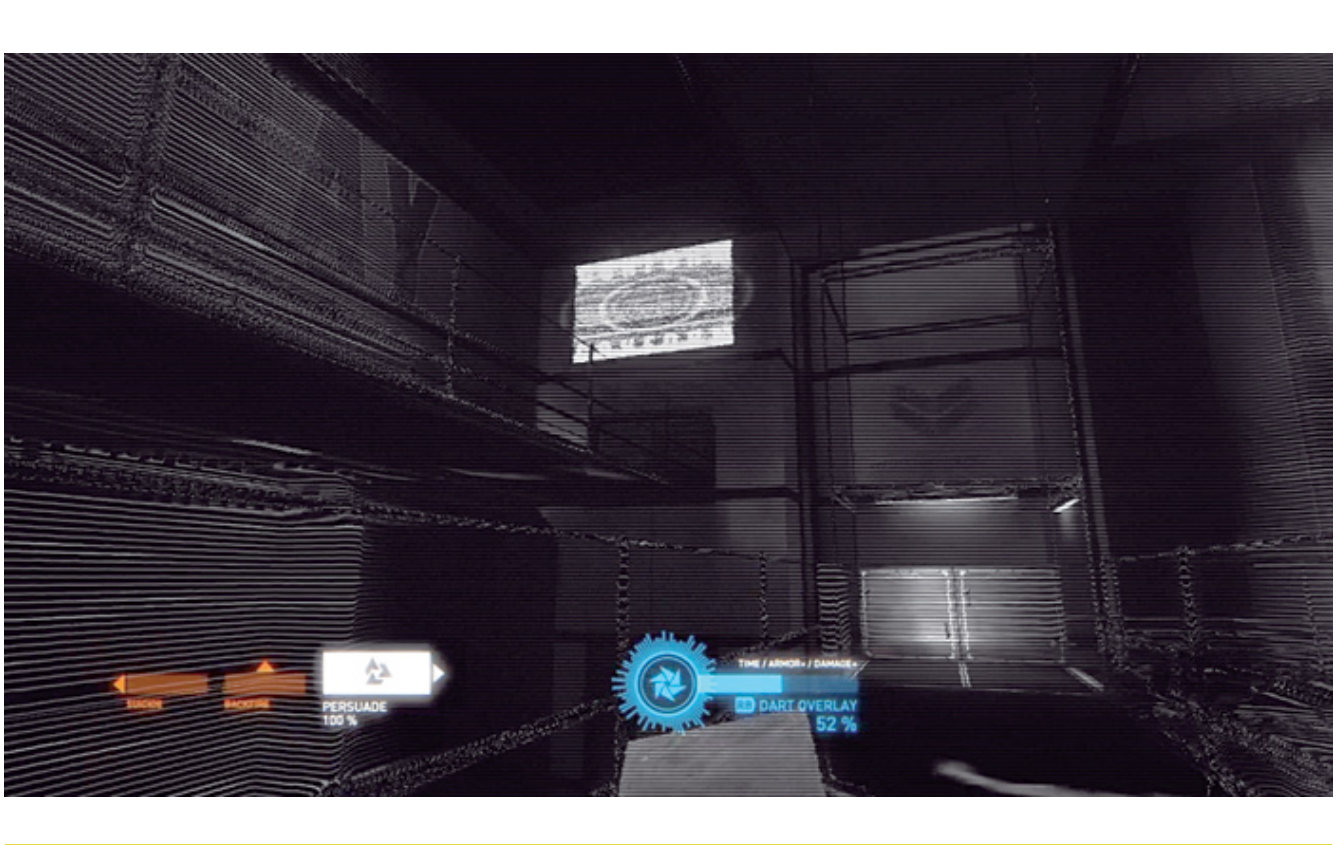
Transmission was detected at 00:23:10 in section 4, hangar level. Sensory data indicate unauthorized personnel in section 3 ventilation and resource pipes.

Initiate cleansing and send a cleanup detail to attached coordinates.

/ end of entry



As you walk along the catwalk, look up and to the left to see a Cayman Global logo above you. Activate the DART overlay to then see the invisible message of propaganda.

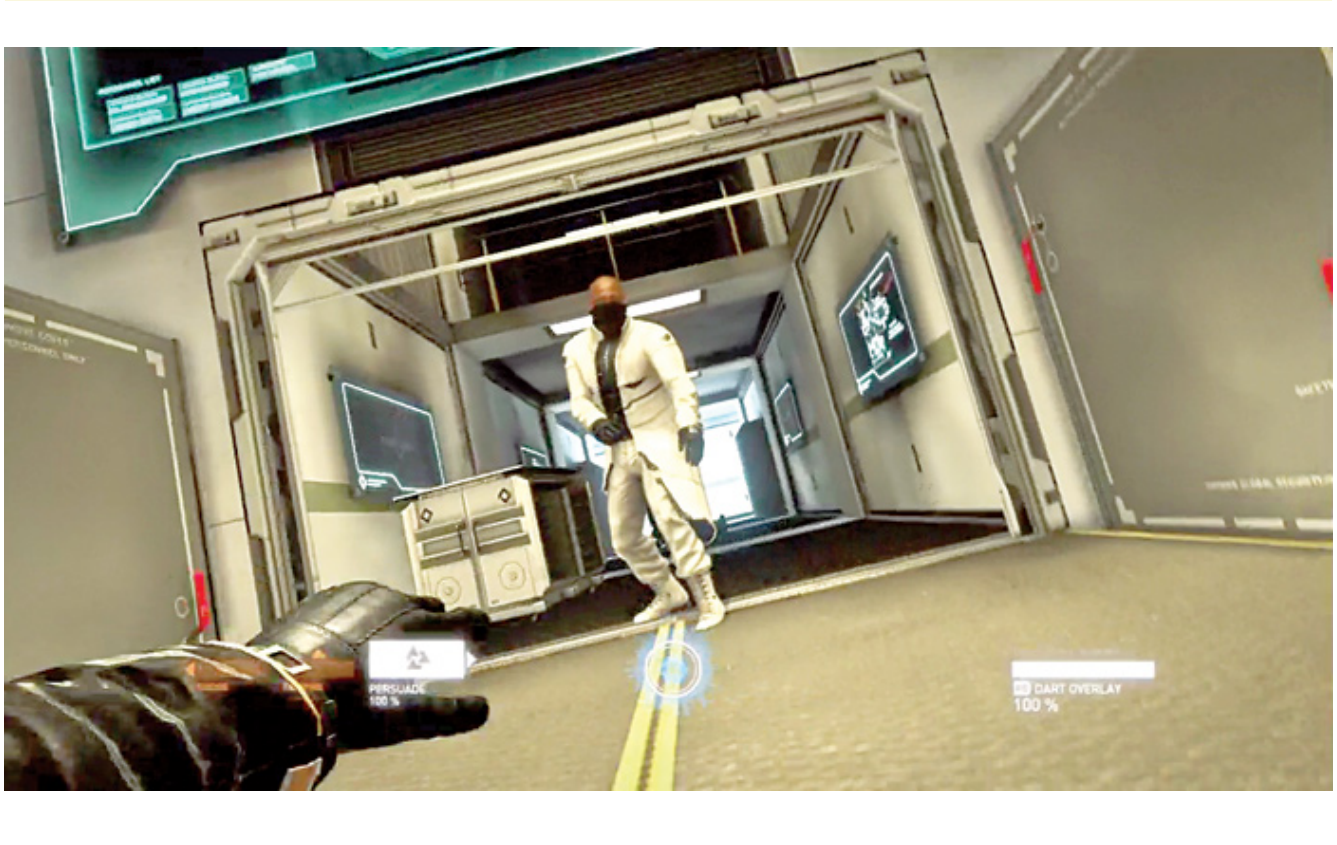


### New Propaganda

**CG** : CONFORM

**"CONFORM."**

—Cayman Global



Continue all the way to the end of the catwalk and go through the doors. However, as you do, the enemy Agent drops down and kicks you to the ground.

### New Threat Profile

**THREAT: AGENT RAMÓN**

**/ PROFILE ENTRY**

**Name** : Ramón Rios

**Age** : 38

**Position** : Senior Agent, Procurement Specialist, La Ballena

**Affiliation** : Cayman Global

**Clearance** : Sigma Elite

**THREAT ANALYSIS**

**Feature** : Blast-dampening field negates most explosive and concussive damage.

**Feature** : ECM pulse jammer blocks breaching capabilities.

**TACTICAL SUMMARY**

SWARM missiles can be breached mid-flight to retarget.

Blast dampening system highly susceptible to electrical overload.

Proprietary stabilized muscular control allows incredible jumping capabilities.

DnDRestrict® software counters external chip traces and limits offensive breaching opportunities.

**BACKGROUND**

Indentured El Bagre, Columbia 2032, age 17 months; reared at Cayman Global Medellín; initialized for basic training 2044.

**INTEL FEED**

/ Defense.Technology_news: EXprotect_field

Released in 2068, the EXprotect® from Castellano Industries was designed as the perfect defensive pairing for their portable missile platform, the SWARM. Using high-speed tracking and prediction models, the EXprotect® recognizes close-proximity explosive and concussive events, and generates counteracting waves of force to effectively nullify incoming shock waves and dramatically lower shrapnel velocity.

Combined with either heavy armor or an Agent's recovery systems, the EXprotect® renders the user effectively immune to explosive damage.

/ Defense.Technology_update: EXprotect_vulnerability

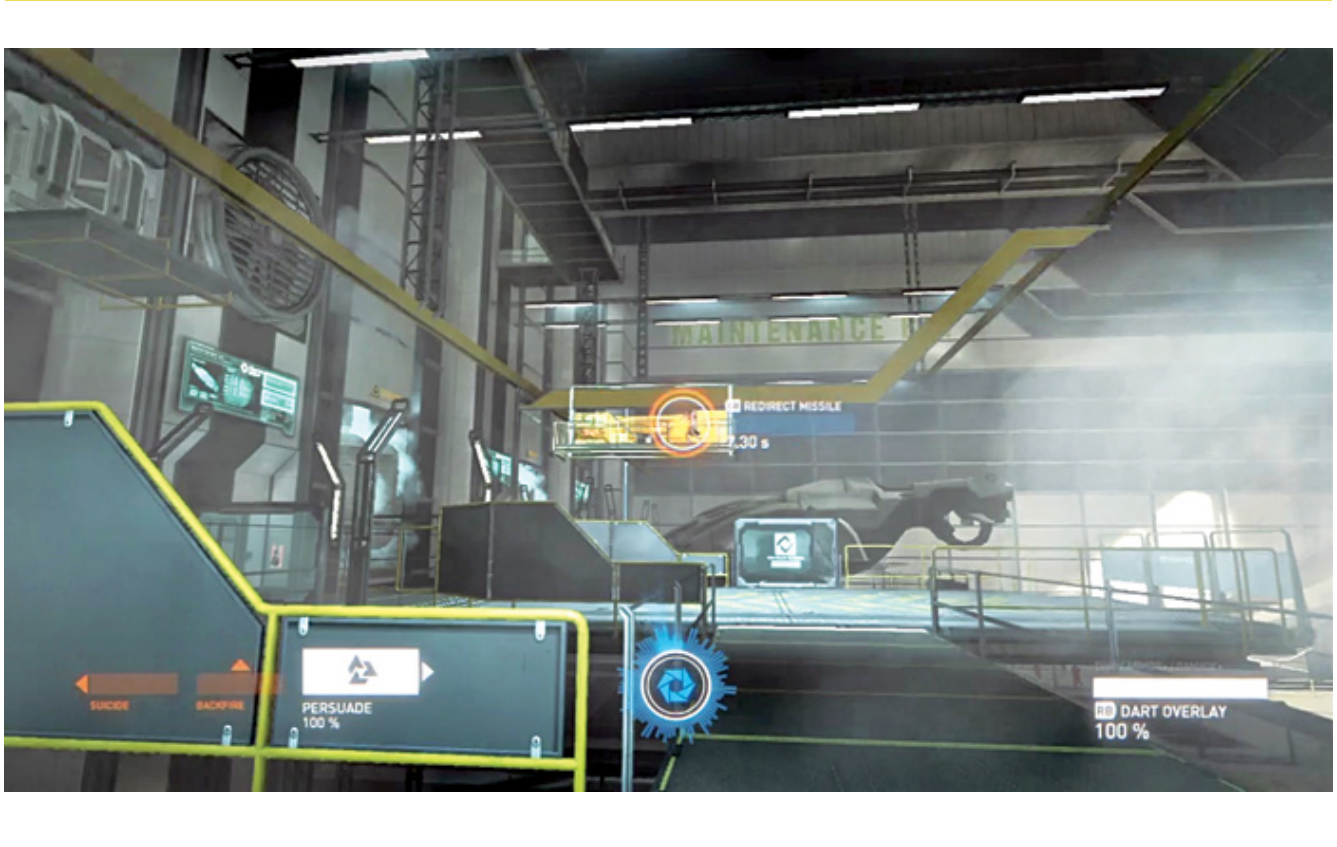
Technical analysis of EXprotect® by Accelle-Sys highlighted a vulnerability to close-range electrical surges.

/ Agent.Operations: assignments

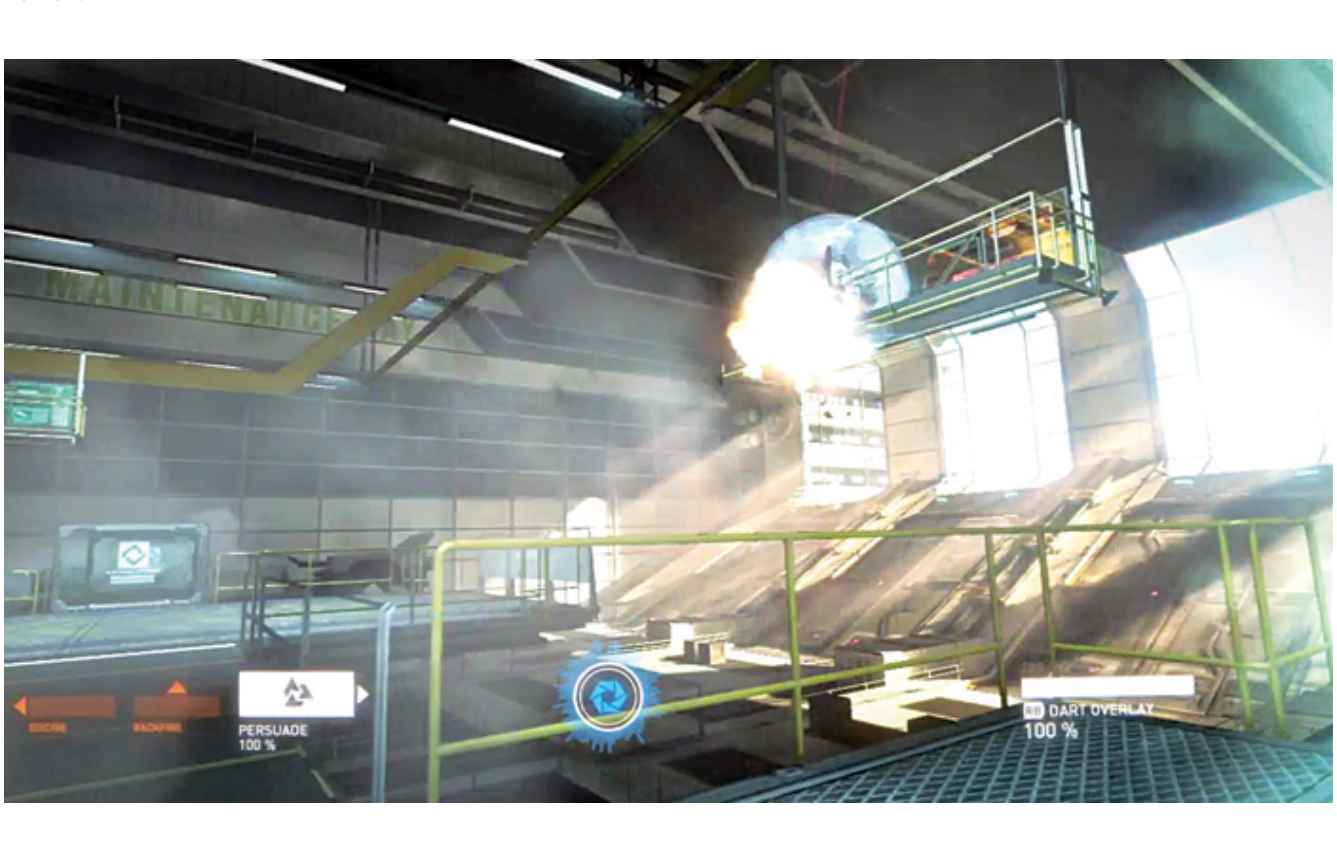
Preliminary Ops 2057—61, Santa Cruz, Buenos Aires, Marrakesh.

Multiple successful incursions into EuroCorp territory including the retirement of executive-level assets.

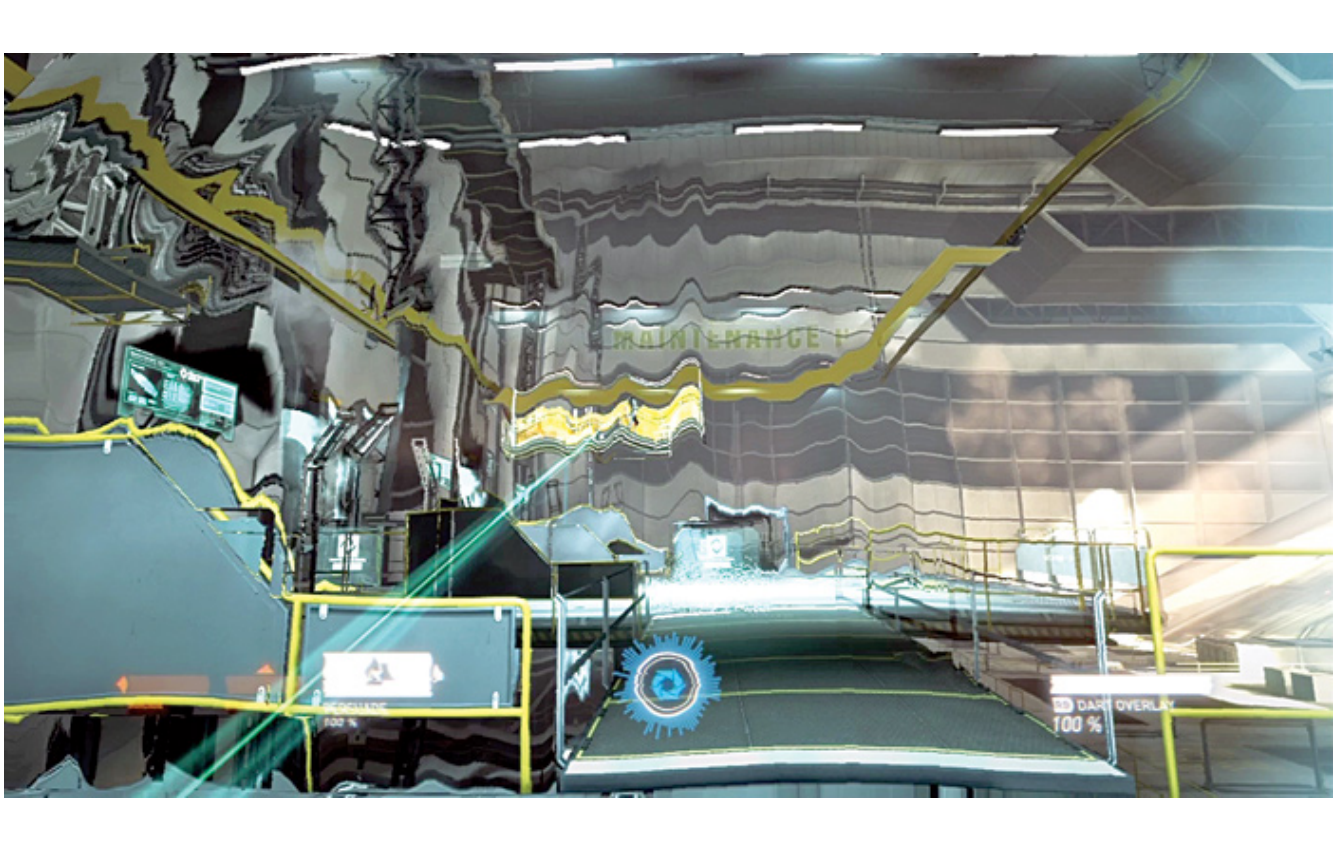
/ end of entry



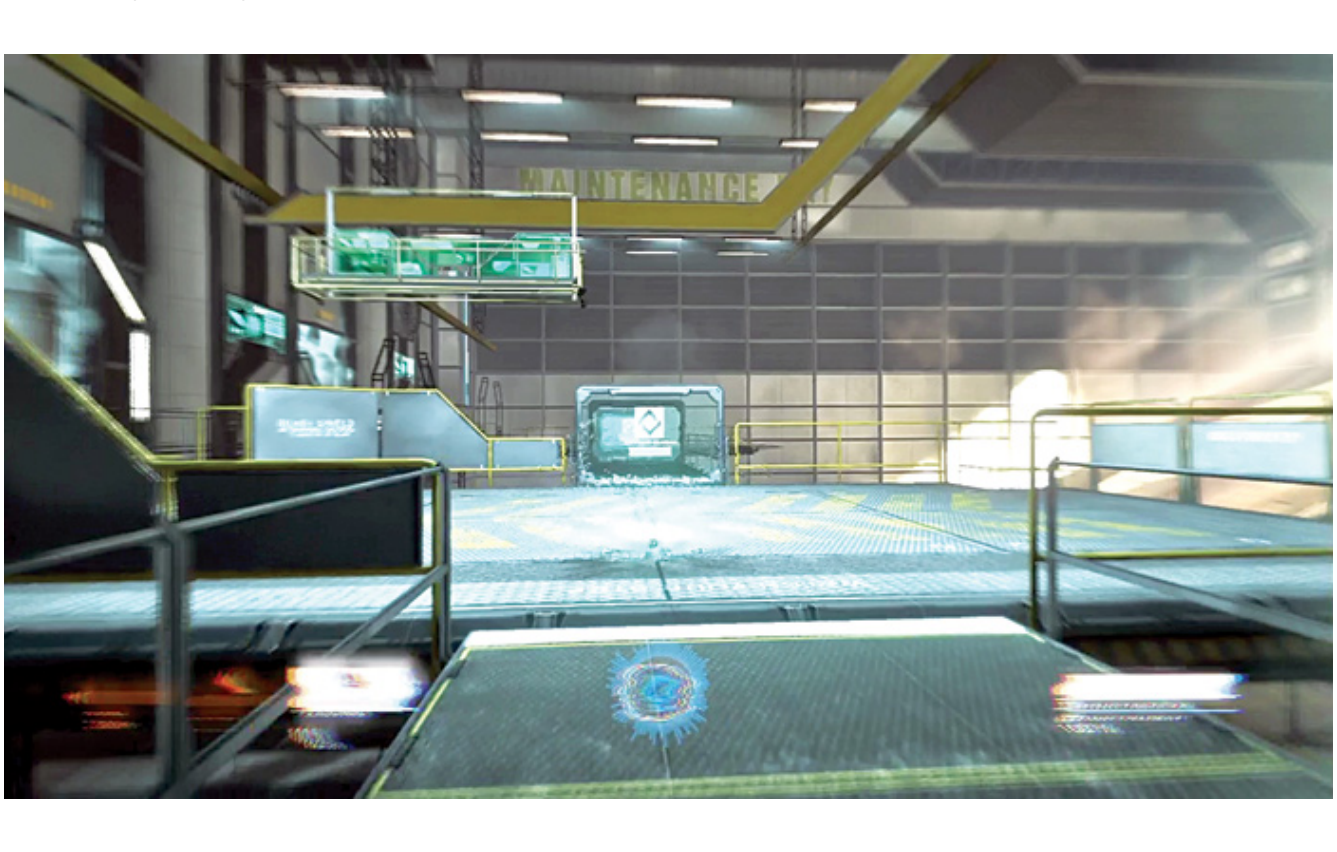
Agent Ramón is armed with a SWARM missile launcher. His armor makes him invulnerable to your weapons so you have to use your head—and your chip. Try to move away from him. Then when he fires missiles, breach them in midair to send them back at Ramón.



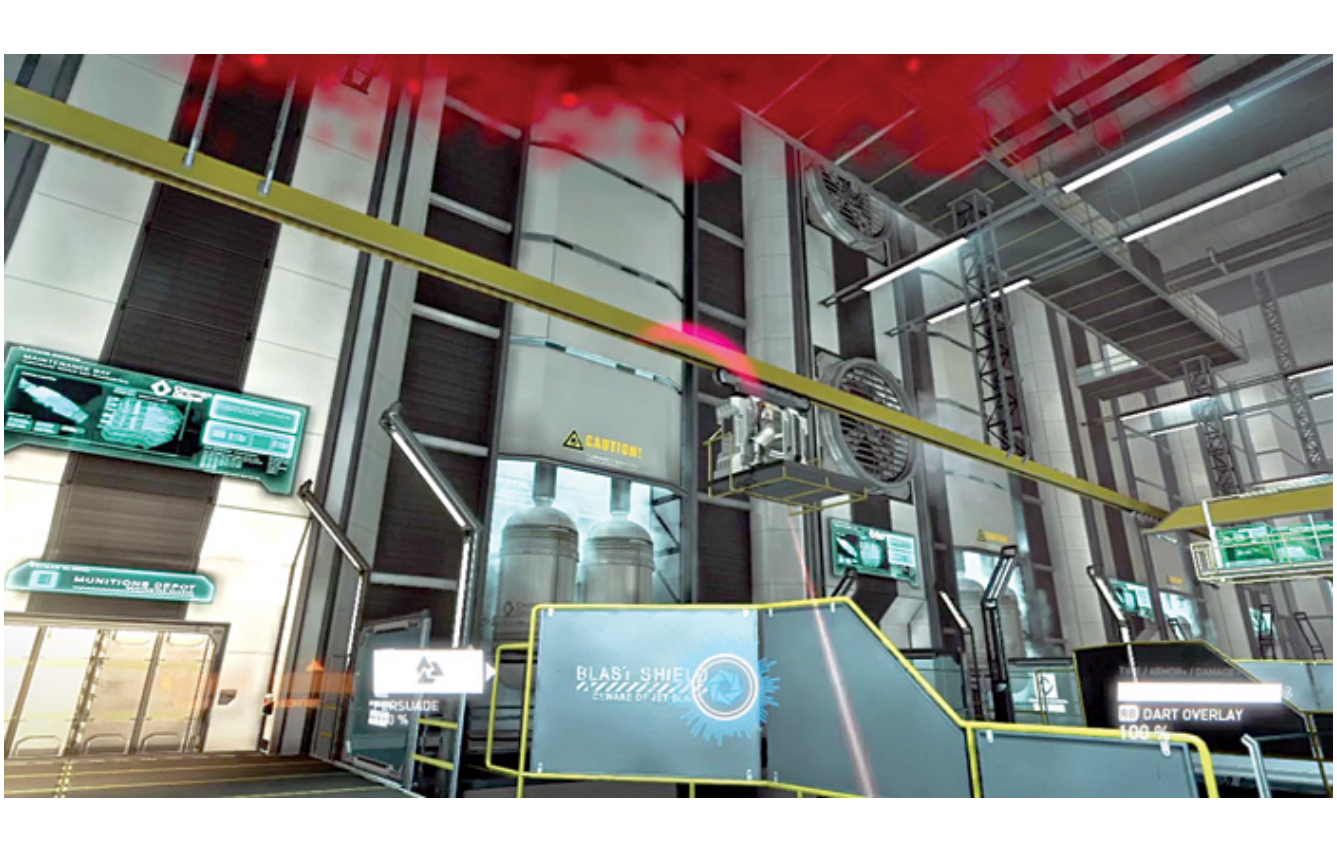
The missile launcher can fire volleys of up to five missiles, so you have to breach them quickly to avoid getting hit and to also inflict damage on the platforms on which Ramón is standing.



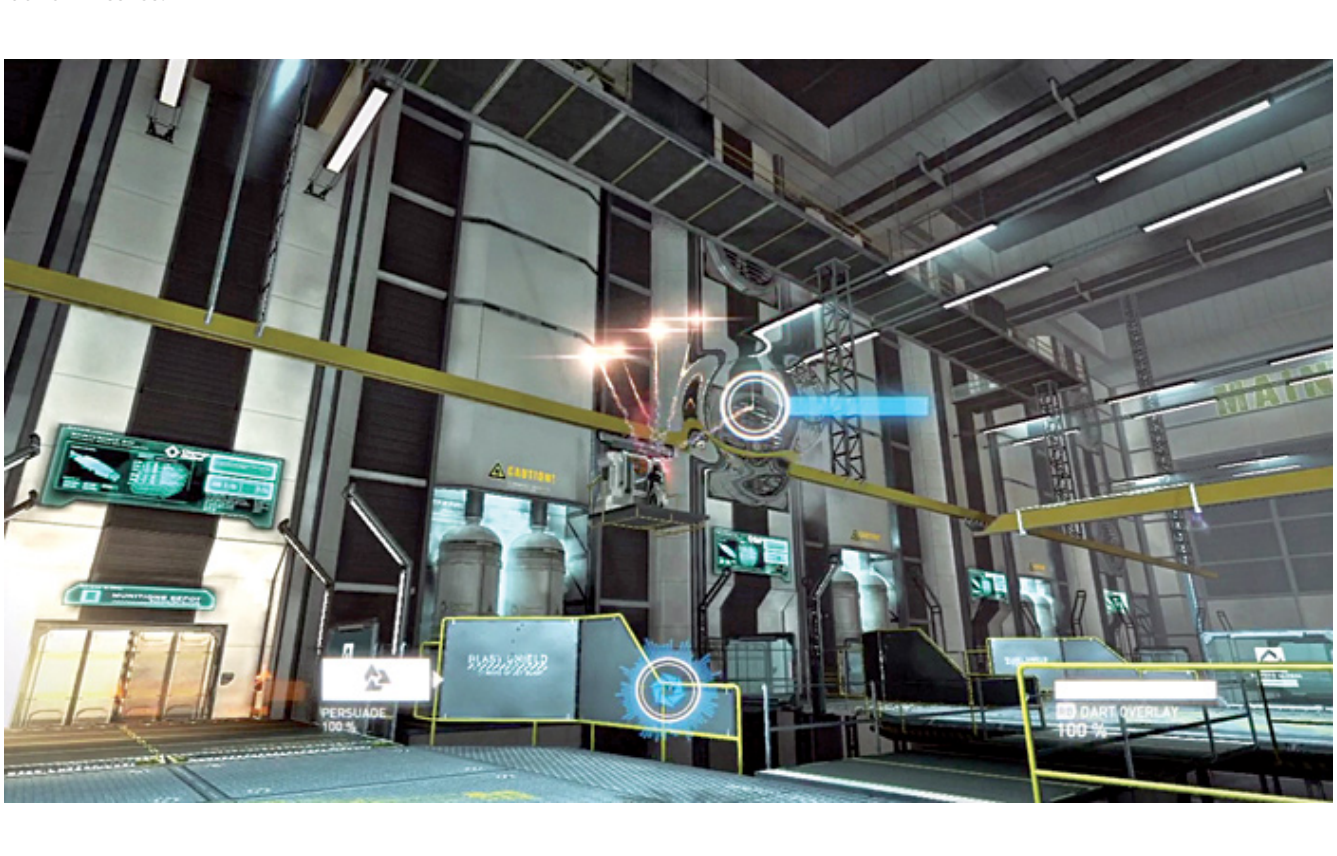
After damaging some of the platforms, Ramón, drops a jamming grenade. This prevents you from breaching the missiles. Take cover as they come at you.



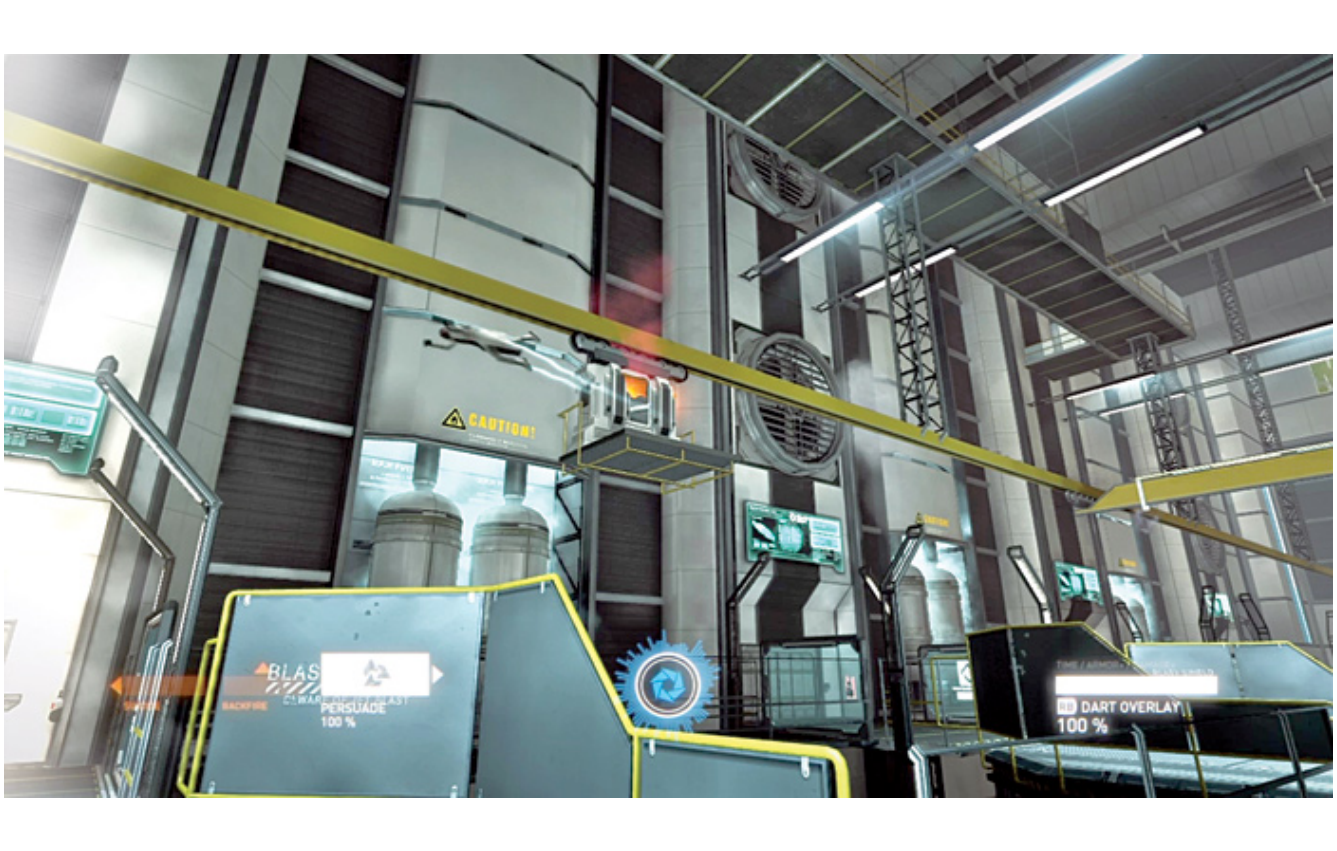
Rush forward and press the action button while near the grenade to break it. You can also sprint and slide into the grenade to destroy it. Now you can breach the missiles again to send them back at the Agent. As the missiles damage the platforms from which he launches his missiles you limit where he can jump.



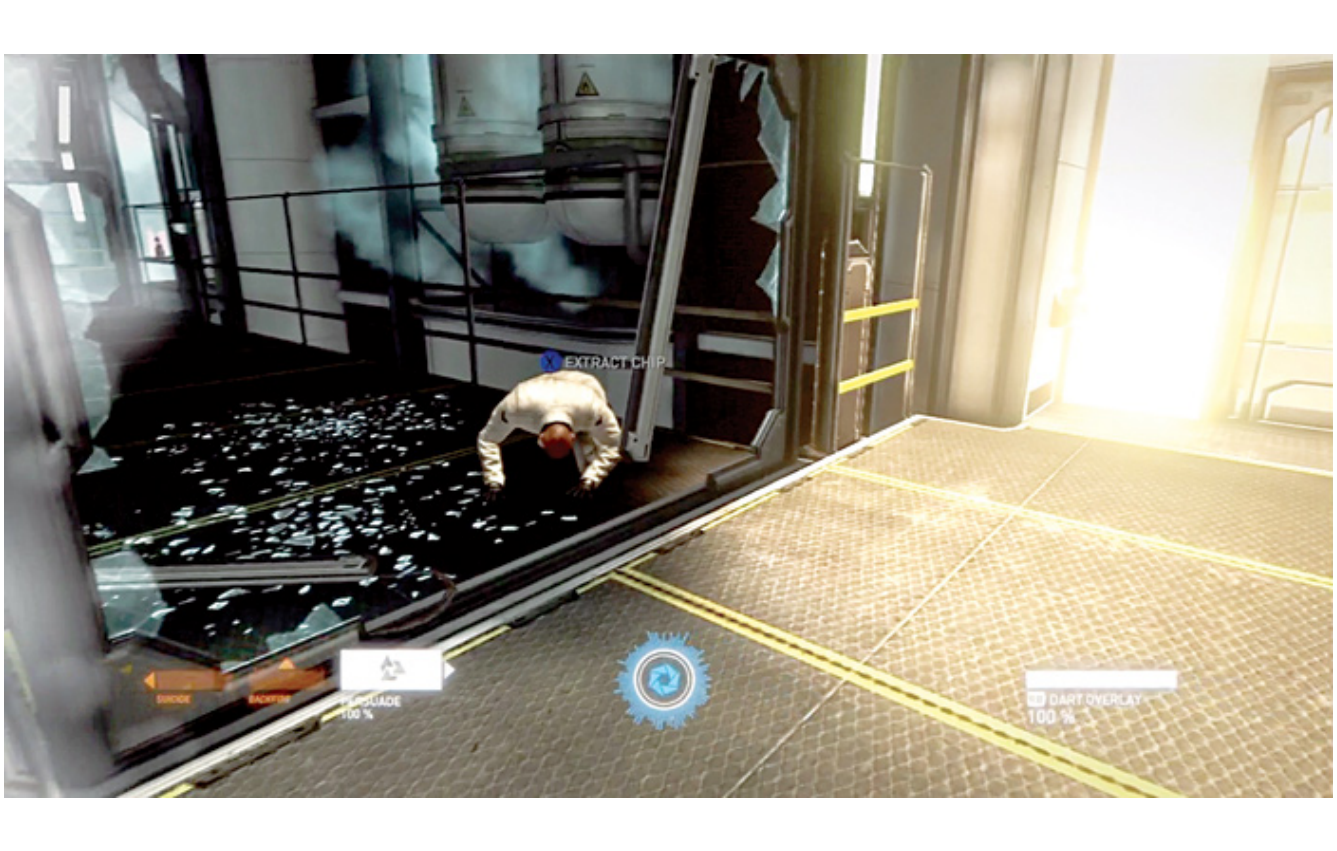
Take cover when Ramón jumps to the small platform next to the wall. He can fire an assault rifle at you from here as well as launch missiles.



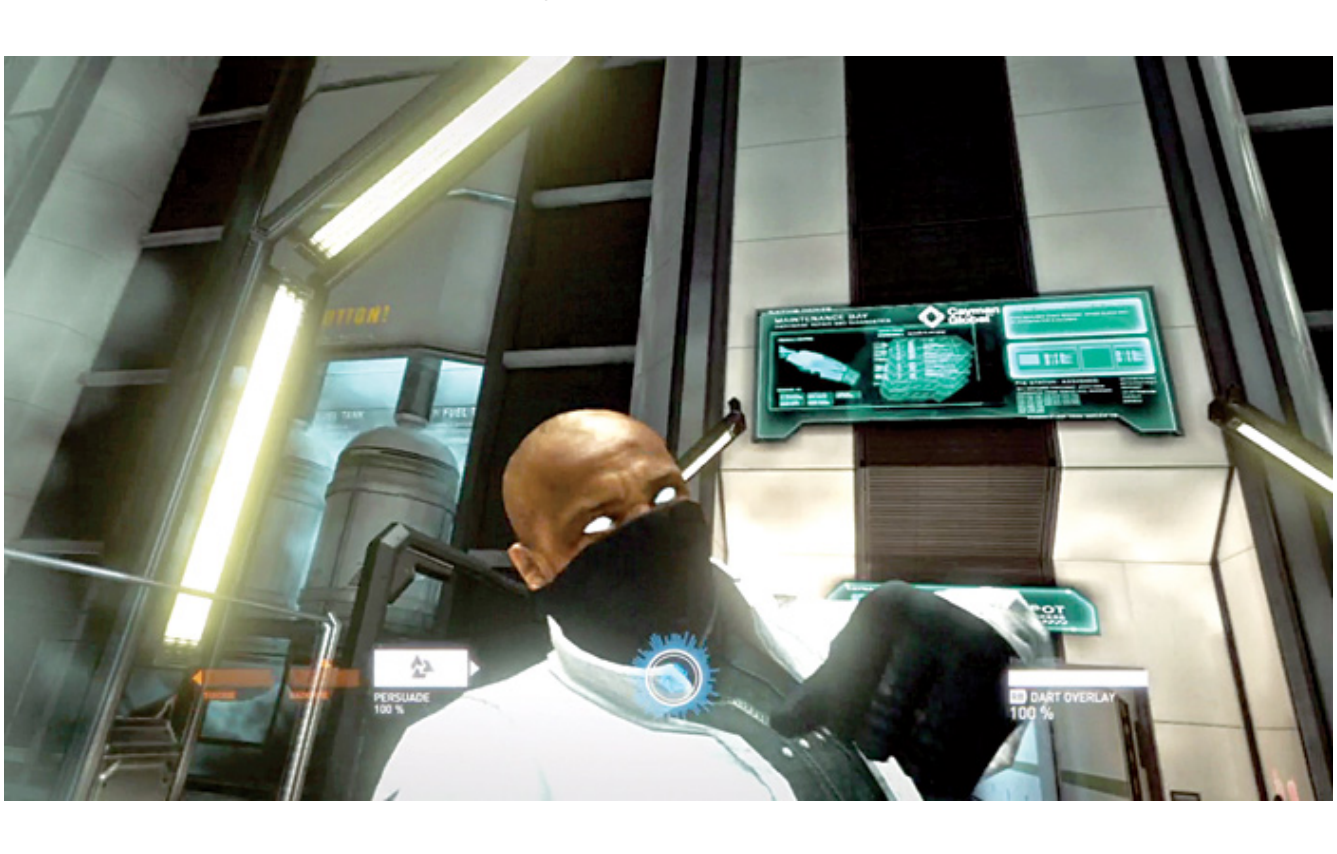
Eventually the three hanging platforms are destroyed and Ramón is stuck on the small platform by the wall. While the missiles do not damage the platform, they cause damage to the power supply behind him. Keep redirecting those missiles back.



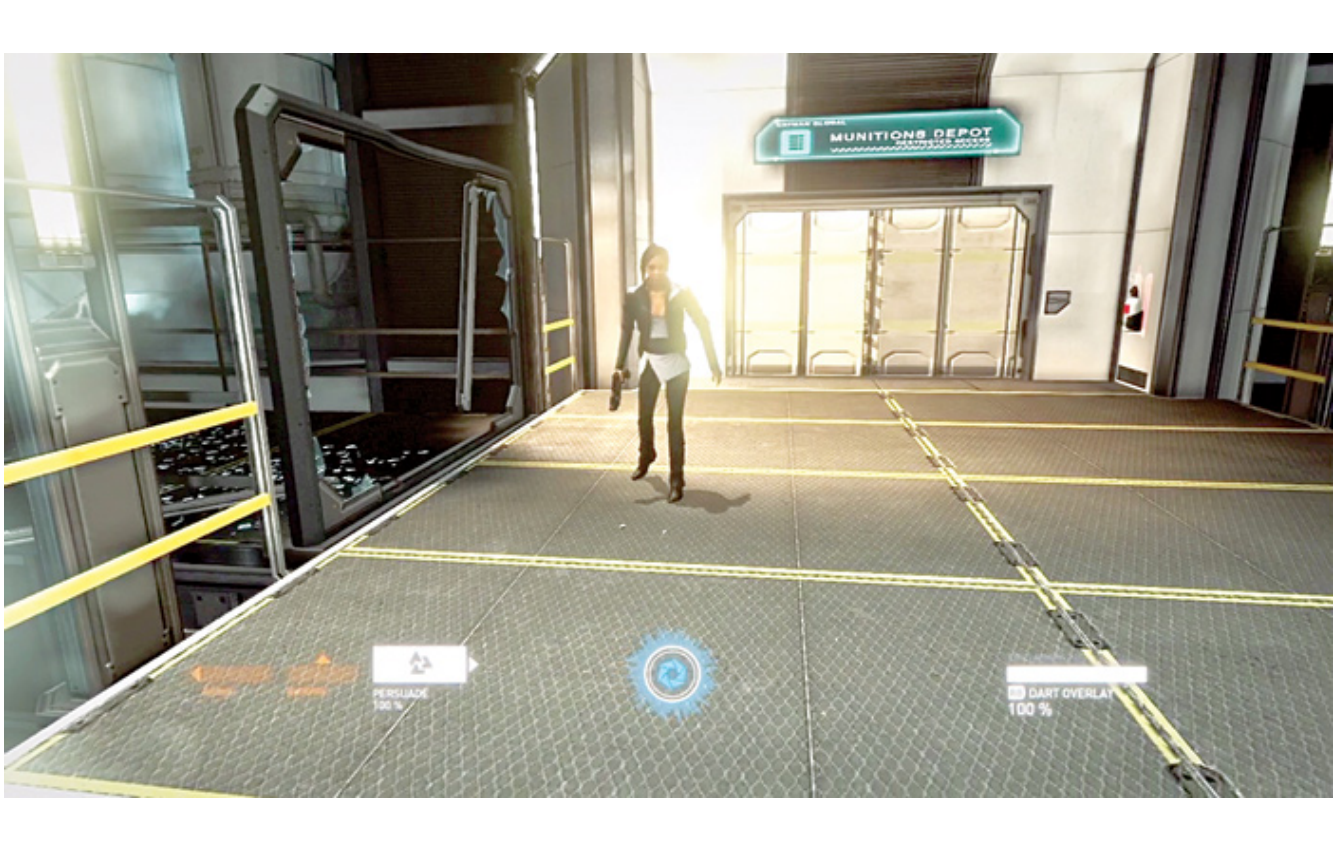
Eventually the power supply is seriously damage. Breach the generator to overload it. The resulting electrical charge affects Ramón's legs and causes him to crash down to the catwalk.



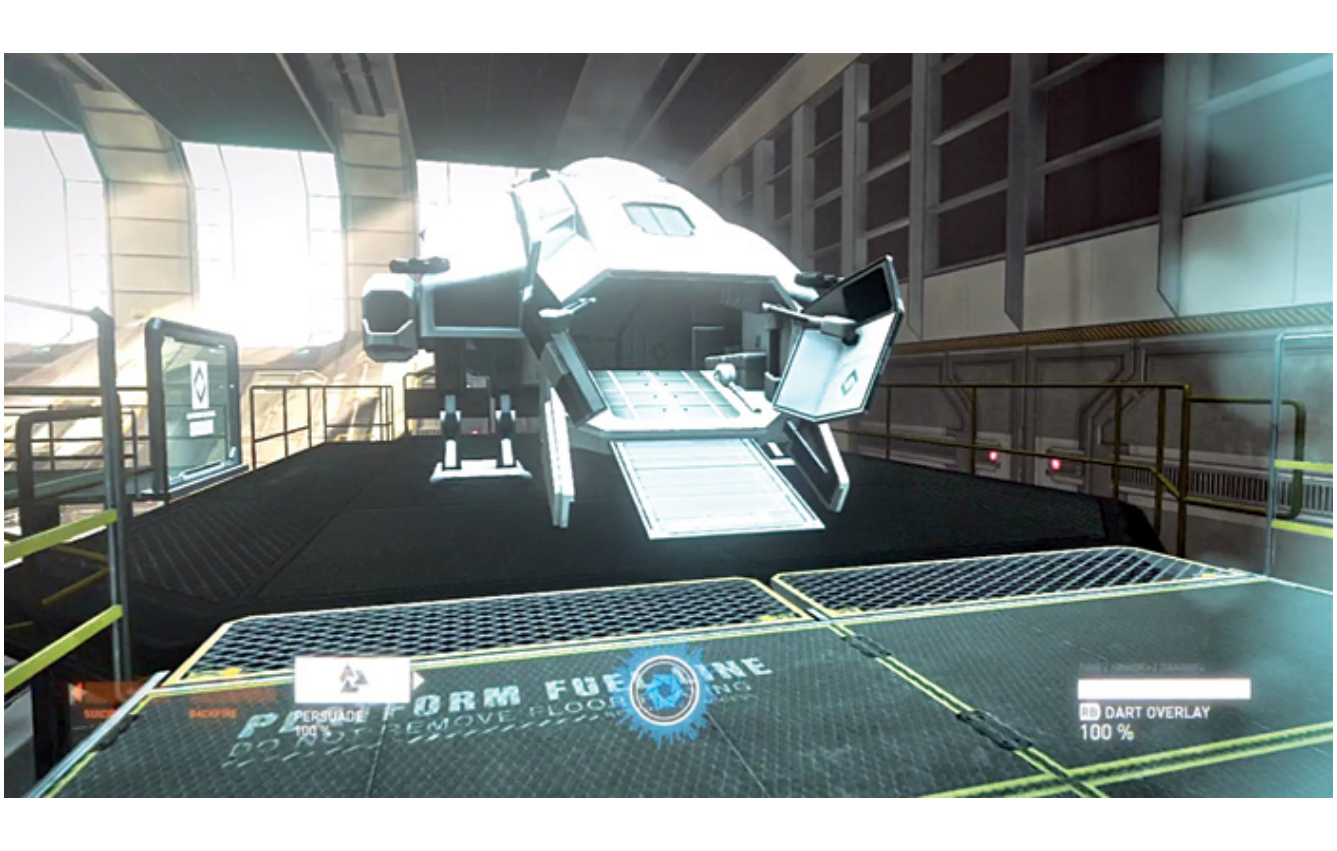
Now that Ramón is down, move in to extract his chip.



As you approach, Ramón gets up and attack. He is not yet dead.



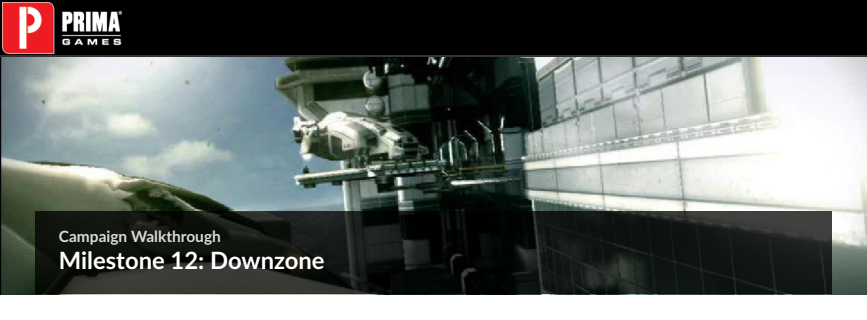
However, Lily is there to finish the job. Now you can extract the chip and add an upgrade to your own chip.



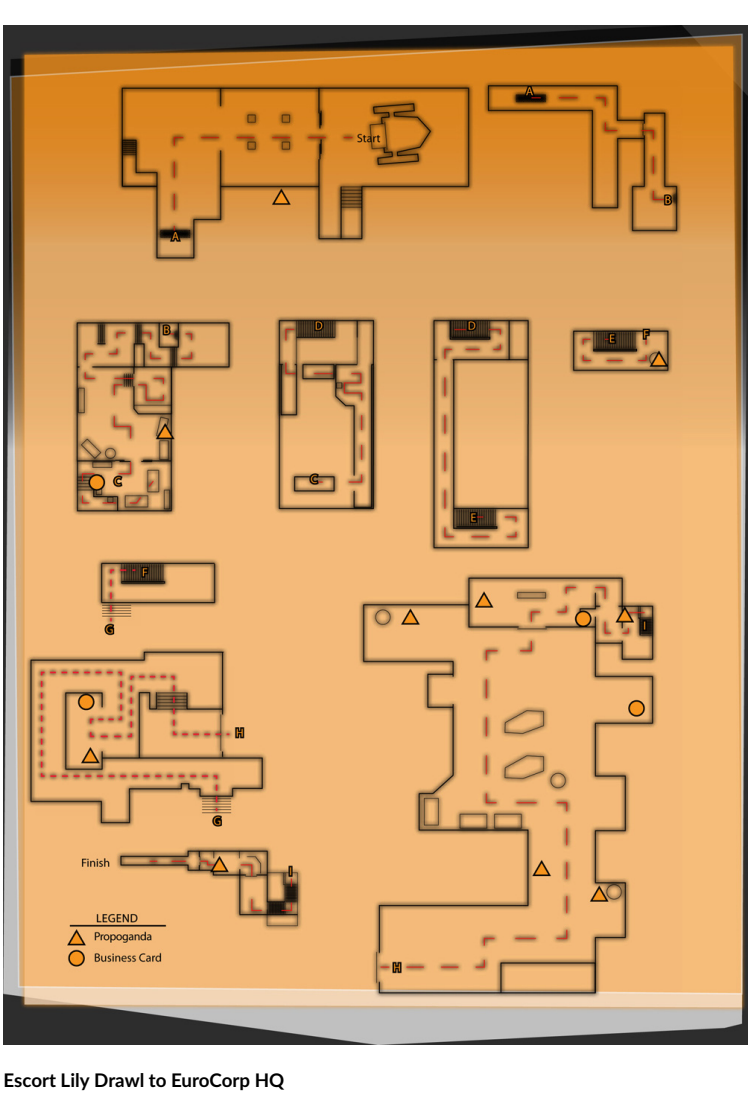
Finally, follow Lily to a dropship and climb aboard to make your extraction from La Ballena.

### Missile Command

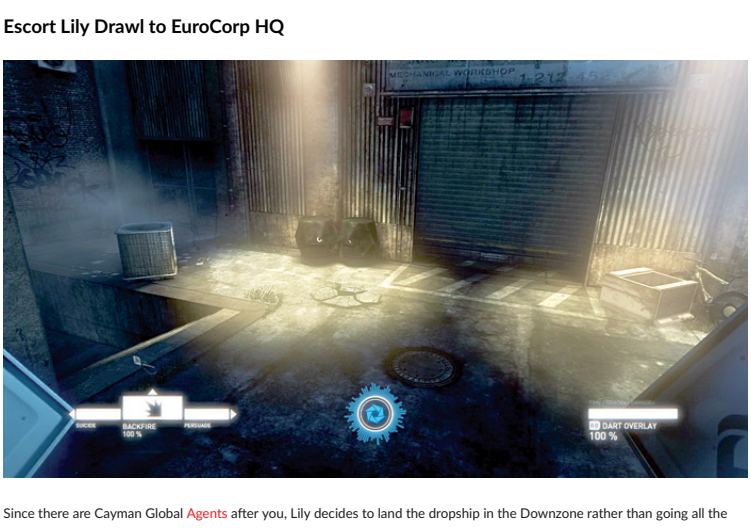
Breach an entire barrage of five missiles in the Ramon boss fight, on normal or hard difficulty in order to earn this award.



# Milestone 12: Downzone



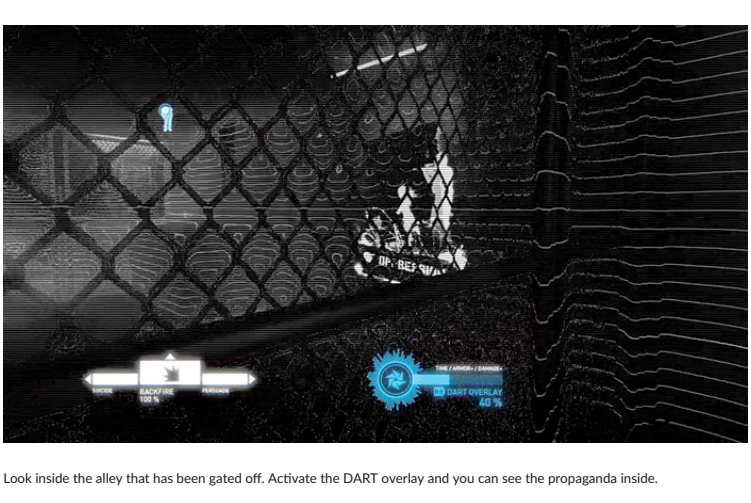
## Escort Lily Drawl to EuroCorp HQ



Since there are Cayman Global Agents after you, Lily decides to land the dropship in the Downzone rather than going all the way back to the EuroCorp facility.

Once the dropship lands, step out of it and into the slums of New York City.

Start off by giving Lily a hand jumping up to reach a ladder so that she can enter a warehouse and open the door from the inside.



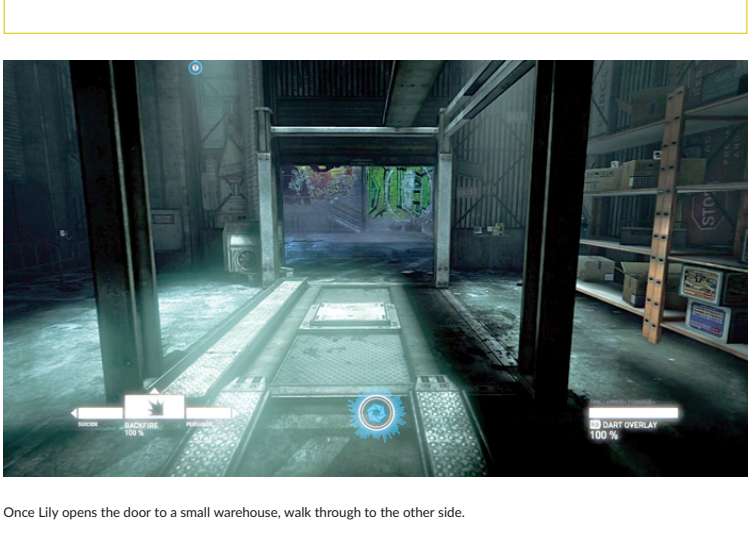
Look inside the alley that has been gated off. Activate the DART overlay and you can see the propaganda inside.

**New Propaganda Tag**

**TWB:** OPPRESSION

**"A New Era"**
**"...OF OPPRESSION"**

—Resistance graffiti



Once Lily opens the door to a small warehouse, walk through to the other side.

**Location database updated**

**SOCIETY:** DOWNZONE

**/ DATA ENTRY**

**Area:** Downzone, Urban Demolition

**INTEL FEED**

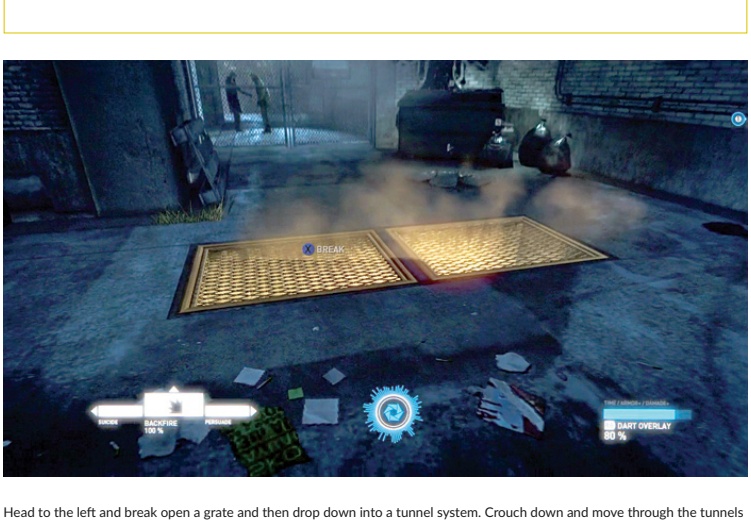
/ urban.development_EC-Dictionary: definition

DOWNZONE—noun (doun-zohn)

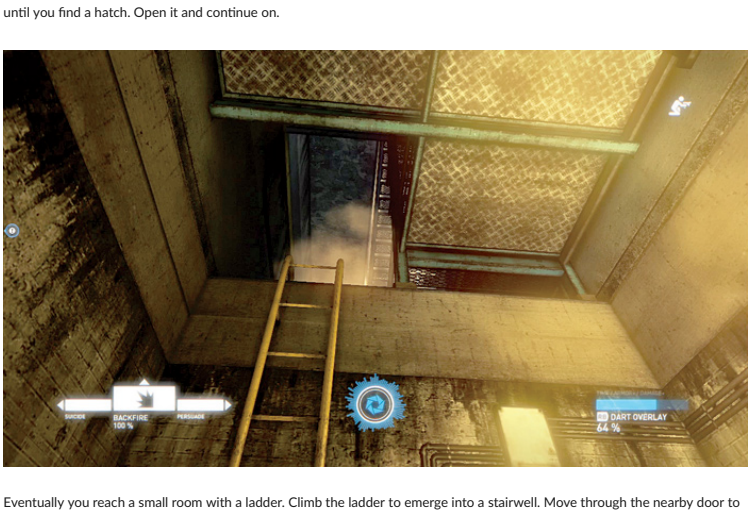
The sad and despoiled remnants of the old world. To the Syndicates and most Upzone residents, they are bitter memories of a failed system that stubbornly refuse to go away. Living constantly in the shadow of the great monoliths of Uptown, this is where those who were left behind eke out their existence. Non-consumers, non-chipped, and as far as the Syndicates are concerned, non-existent.

**Consumer Migration:** Since the Skyward Migration most buildings have been left in a state of disrepair and there is little in the way of law enforcement. The Downzones are replete with crime, gang warfare and social unrest. What little direct influence the Syndicates exert here is usually in the shape of hired mercenaries or sponsored paramilitary groups. Otherwise they are content with simply cordoning off the Downzones to prevent crime and unrest from spilling over into the pristine Uptown districts, while dispatching the occasional Agent to deal with the worst subverter cells (see separate entries).

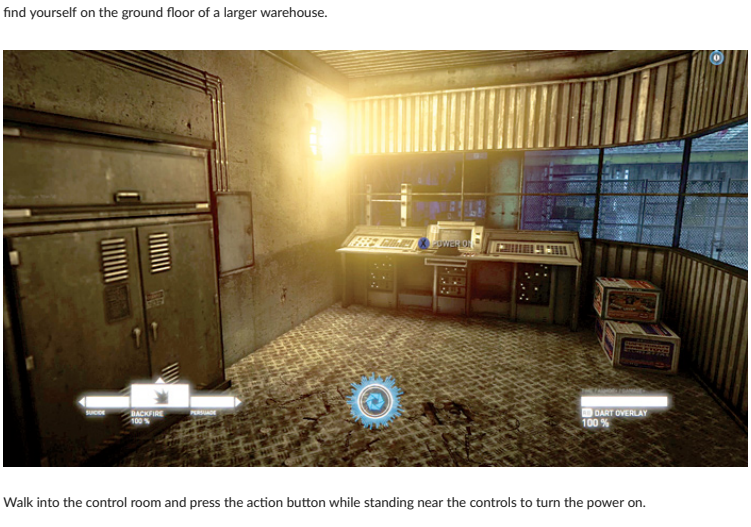
/ end of entry



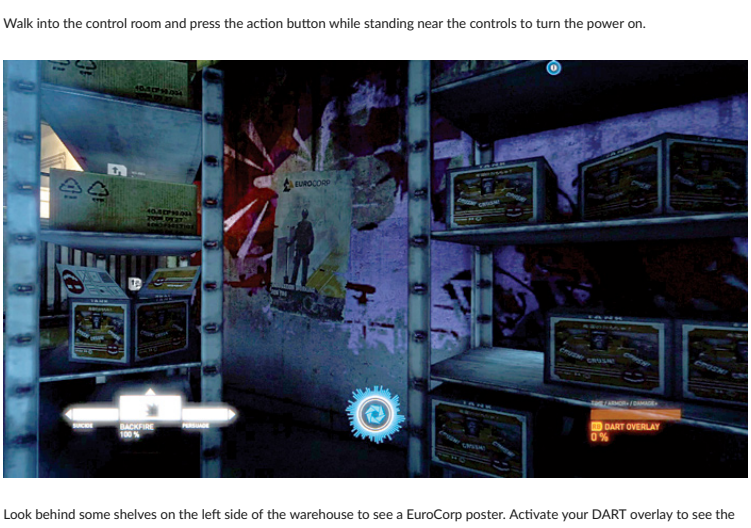
Head to the left and break open a grate and then drop down into a tunnel system. Crouch down and move through the tunnels until you find a hatch. Open it and continue on.



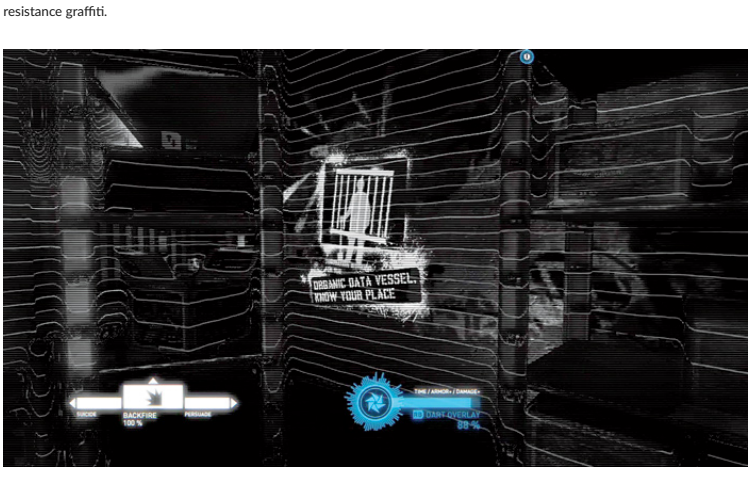
Eventually you reach a small room with a ladder. Climb the ladder to emerge into a stairwell. Move through the nearby door to find yourself on the ground floor of a larger warehouse.



Walk into the control room and press the action button while standing near the controls to turn the power on.



Look behind some shelves on the left side of the warehouse to see a EuroCorp poster. Activate your DART overlay to see the resistance graffiti.



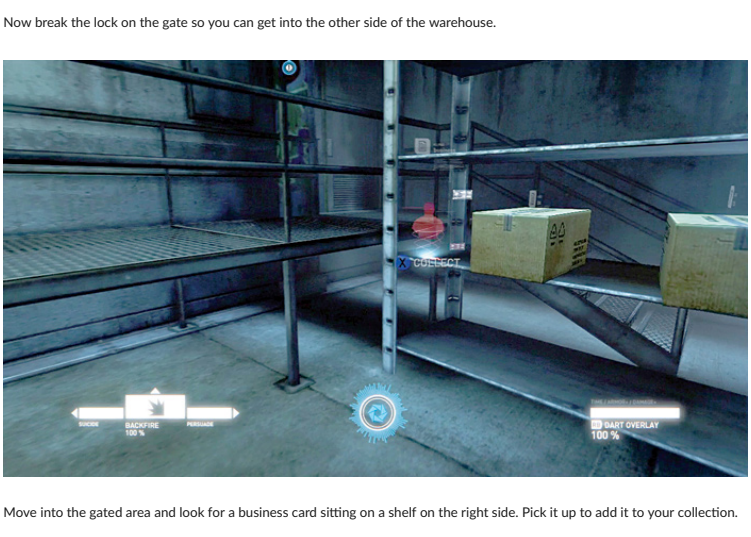
**New Propaganda Tag**

**TWB:** DATA VESSEL

**"Innovation Working for You"**
**"ORGANIC DATA VESSEL, KNOW YOUR PLACE"**

—Resistance graffiti

Now break the lock on the gate so you can get into the other side of the warehouse.



Move into the gated area and look for a business card sitting on a shelf on the right side. Pick it up to add it to your collection.

**New Personnel Log**

**EDWARD SCURRY**

**/ PROFILE ENTRY**

**Name:** Edward Scurry
**Age:** 63
**Position:** Unemployed
**Affiliation:** N/A
**Clearance:** N/A

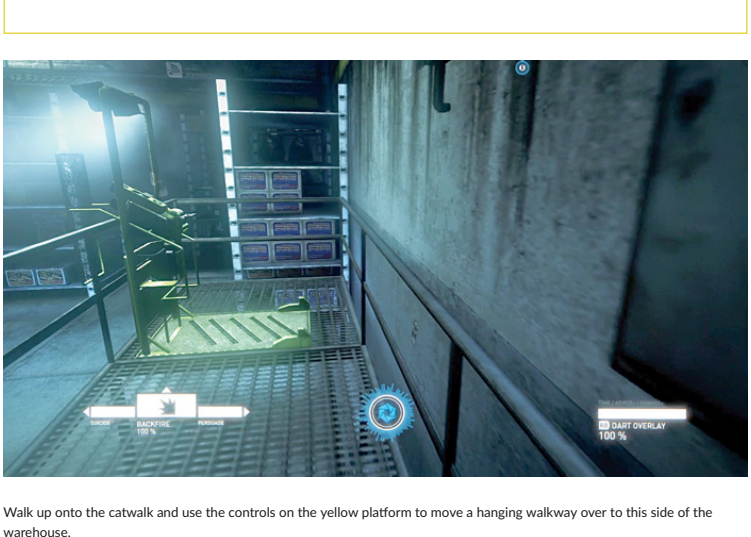
**LOGGED ENTRY**

/ Encrypted.dataverse_fragmentSummary

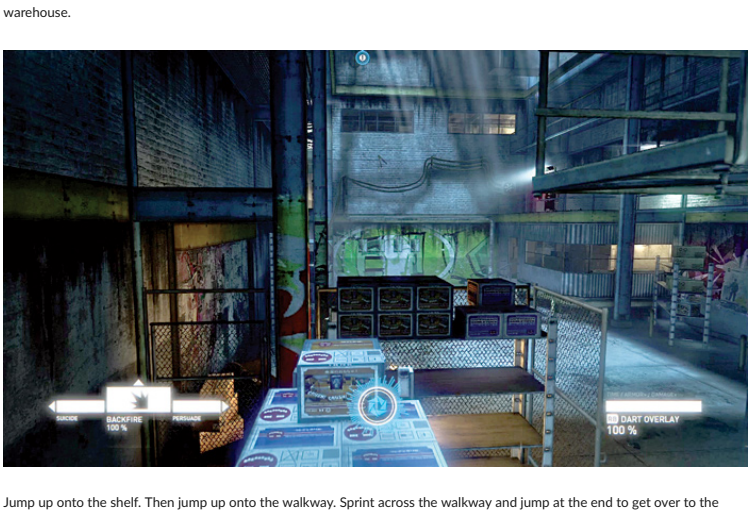
MacKinnon and his goons think they can charge a toll for passage through 36th Street. I think otherwise. I'd petition Logos for help if he and his men didn't have such a gigantic stick up their collective asses.

No, let them fight their little war against corporate tyranny. This war is mine. I've outfitted a minivan with a pair of mounted autocannons on the sides for ranged combat, and a big flamethrower up front for anyone stupid enough to get close. I call it "The Syrian" after Hannibal's great war elephant. With this thing I could take the EuroCorp Spire, but for now I'll settle for 36th Street...

/ end of entry



Walk up onto the catwalk and use the controls on the yellow platform to move a hanging walkway over to this side of the warehouse.



Jump up onto the shelf. Then jump up onto the walkway. Sprint across the walkway and jump at the end to get over to the catwalk along the side of the warehouse.

Follow it to another yellow platform and use the controls to move the walkway back across the warehouse.

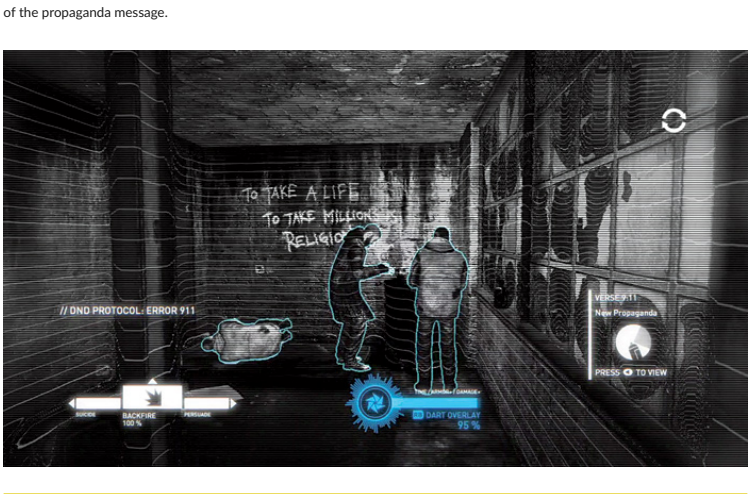
Now jump over the railing and onto the walkway. Cross over to the other side of the warehouse, sprinting and jumping to get to the catwalk.

Go to the right and then climb up a flight of stairs to get to a higher catwalk. Follow the catwalk to the far end of the warehouse.

As you are moving, you lose track of the signal from Lily's chip.

## Locate Lily Drawl's Chip Signal

Head down another stairwell. Stop by the bums and look at the writing on the wall. Activate the DART overlay to see the rest of the propaganda message.



**New Propaganda**

**VERSE** 9:11

**"To take a life is Sin."**
**"TO TAKE MILLIONS IS RELIGION."**

—Book of Cataclysm, Church of the New Epoch

**New Data Intel**

**UNCHIPPED POPULATION**

**/ DATA ENTRY**

**Entry:** Unchipped Population
**Type:** Market shares, non-consumers

**TACTICAL SUMMARY**

Missing brain and neural chip implant in target disables use of Applications targeting soft asset control.

Suicide Application is not available against unchipped targets.

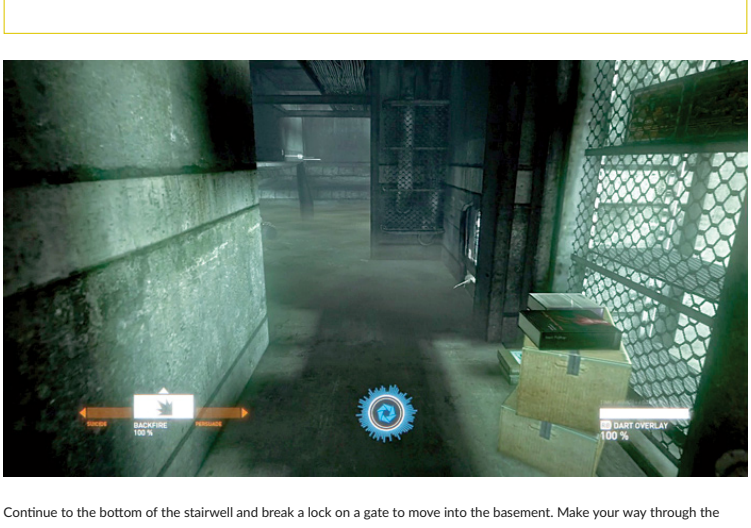
Persuade Application is not available against unchipped targets.

**INTEL FEED**

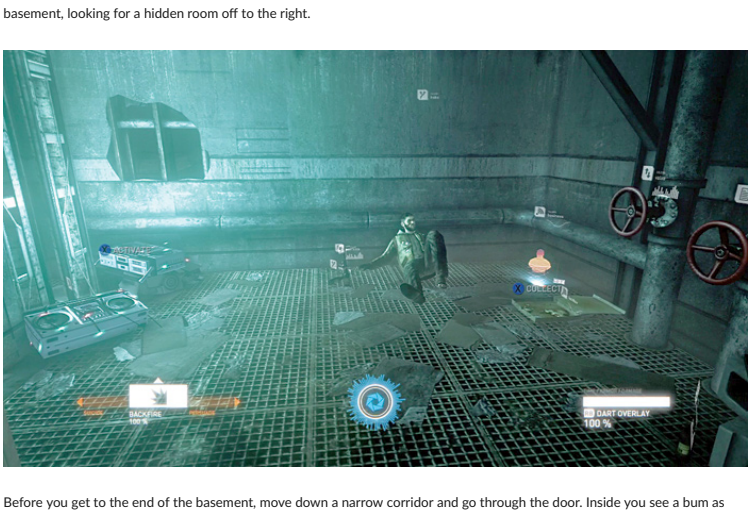
/ EC_consumer_registry: unchipped

Living in the shadow of Uptown, the unchipped non-consumers have turned their backs on the care and guidance of the Syndicates. Crippled, with self-inflicted chip deactivations and illegal surgery, the population defy corporate mandate.

/ end of entry



Continue to the bottom of the stairwell and break a lock on a gate to move into the basement. Make your way through the basement, looking for a hidden room off to the right.



Before you get to the end of the basement, move down a narrow corridor and go through the door. Inside you see a bum as well as a business card. Pick up the card to add it to your collection and also activate the boom box to get some new information.

**New Personnel Log**

**JAKE BRONSON**

**/ PROFILE ENTRY**

**Name:** Jake "The Rat" Bronson
**Age:** 33
**Position:** Unemployed, former: Janitor at Black Mamba Club
**Affiliation:** N/A
**Clearance:** Grade 0

**LOGGED ENTRY**

/ Mail.log031_NigelMcNamarra

**TO:** Management
**FROM:** Nigel (Manhattan Club)
**RE:** Friday's damage and lost laundry

Frankie told me about Jake's gambling debts and drinking habits. I know I shouldn't do this, but I'm willing to give the guy another chance. Also, all the damage to the bar, as well as the lost liquor, was paid for in full, even though I suspect that Jake got the money from someone else. However, I have explained to him that this is his last, last warning. In fact, I would have capped the guy myself if Frankie hadn't stepped in.

In another matter, I've also received complaints from Candy and May-Belle that some of the underwear and "work tools" have disappeared from the laundry room. Ever since the eastside pumps stopped working, pushing sewage into the subway again, I suspect we have rats coming up from the lower basements, reaching the laundry room through the vents. (We should probably move the storage crates out of there). I will make sure we put pesticide in the water down there.

/ Mail.log046_NigelMcNamarra

**TO:** Management
**FROM:** Nigel (Manhattan Club)
**RE:** Jake, the ex-janitor

I regretfully have to inform you that we are understaffed on janitors. Jake, the guy from last week's bar incident, was found last night down in the basement, licking pesticide from the water tank and chewing on the dirty laundry from yesterday's show. He's been fired and I'm sending you some of his toes as evidence for just punishment.

/ end of entry

**New Data Intel**

**TWB BROADCAST**

**/ DATA ENTRY**

**Entry:** TWB Broadcast
**Type:** Terrorist Propaganda

**INTEL FEED**

/ UAV.chip_hack.Broadcast: TWB

**Excerpt:** They call it creative destruction, but have you noticed, brothers and sisters, who it destroys every goddamn time? Have you noticed who it is that pays the price for every fresh consumer advance and new market opened?

Have you ever noticed how the promise of those advances and markets gets siphoned off, how when it comes time for the benefits to be shared out, we're somehow never invited to that particular party? But why should we be? What, after all, could we bring to that party?

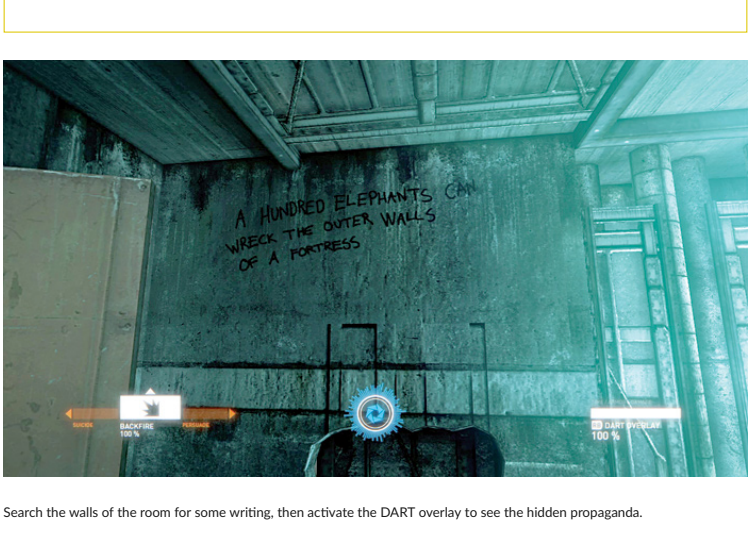
We had no capital to invest, no credit rating to commend us to their world. We only gave blood, sweat, toil and tears to build this nation—and those, my friends, are cheap materials, materials they can always get some more of, somewhere else.

So we watched our neighborhoods rot through with laissez-faire. We watched our jobs disappear overseas, and finally into the sky itself. We watched our friends and family disappear when they said or believed the wrong thing. We watched, and lived through, as our children were taken into the night. Children!

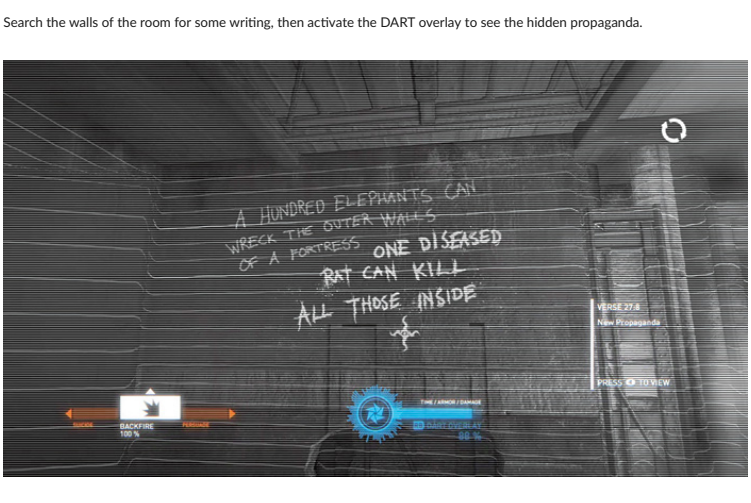
Our access to this future they say is ours has been stolen from under our nose. Well, no more! Creative destruction is the rule? That's the rule? Then let it be so. Let them see the creative destruction we will bring to their doors. Let them feel it! Let them feel the rising force of our rage. Let them understand what it's like when justice is subordinated to profit. It's only going to end one way.

Yes, my friends, my brothers and sisters. It ends with change, and change is coming, creative destruction is coming, death is coming, and it's coming to the Syndicates. So join with me now and celebrate its rise!

/ end of entry



Search the walls of the room for some writing, then activate the DART overlay to see the hidden propaganda.



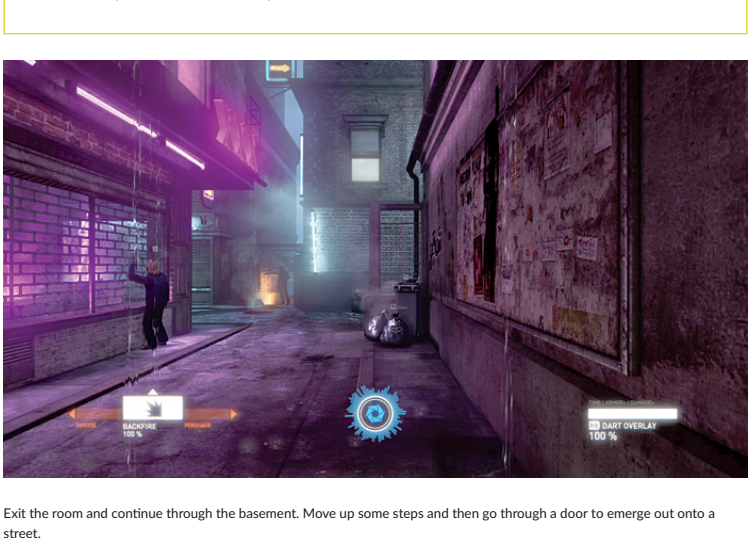
**New Propaganda**

**VERSE** 27:8

"A hundred elephants can wreck the outer walls of a fortress."

**"ONE DISEASED RAT CAN KILL ALL THOSE INSIDE."**

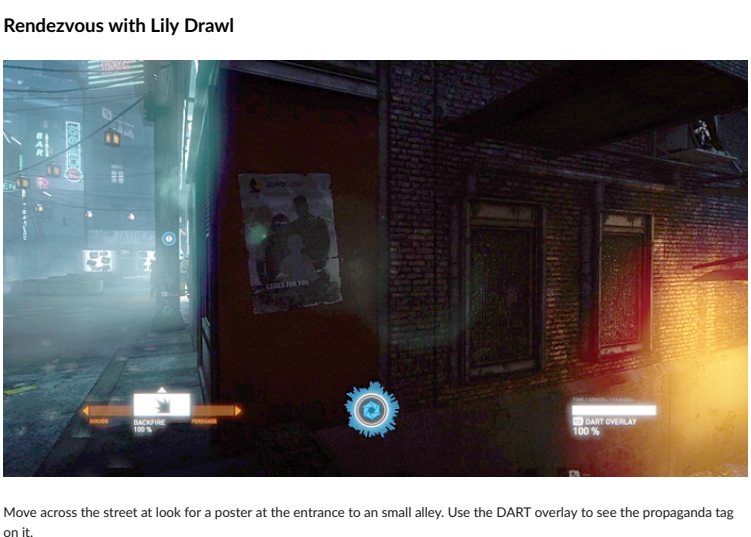
—Book of Cataclysm, Church of the New Epoch



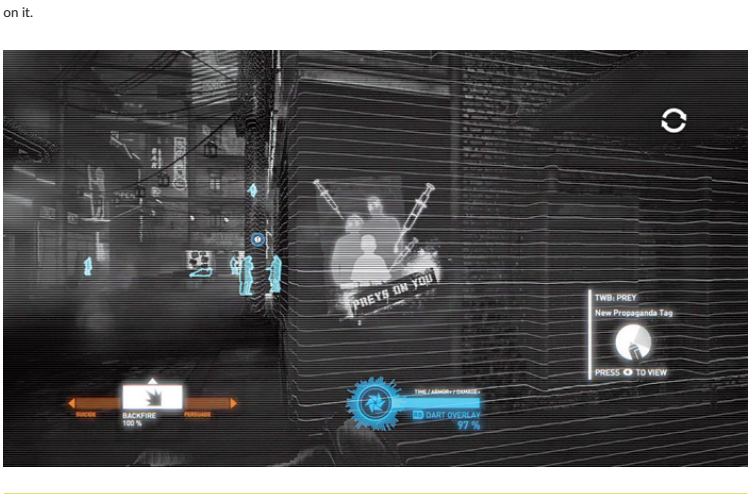
Exit the room and continue through the basement. Move up some steps and then go through a door to emerge out onto a street.

Make your way down the street while looking for propaganda and other goodies. While out on the street, you pick up Lily's chip signal.

## Rendezvous with Lily Drawl



Move across the street at look for a poster at the entrance to an small alley. Use the DART overlay to see the propaganda tag on it.



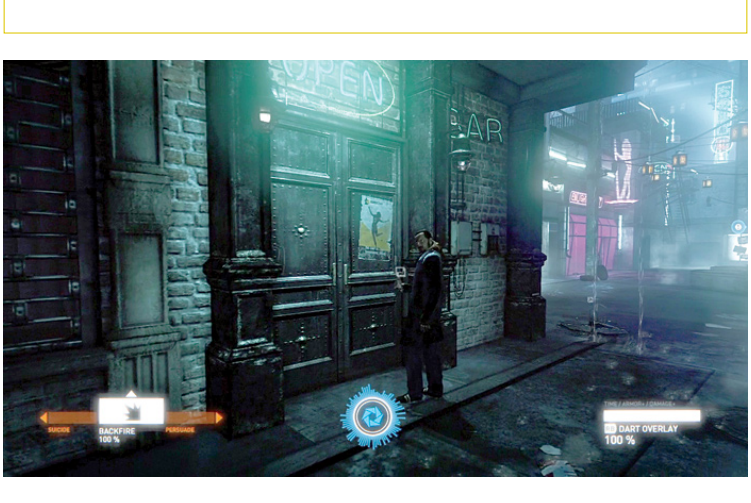
**New Propaganda Tag**

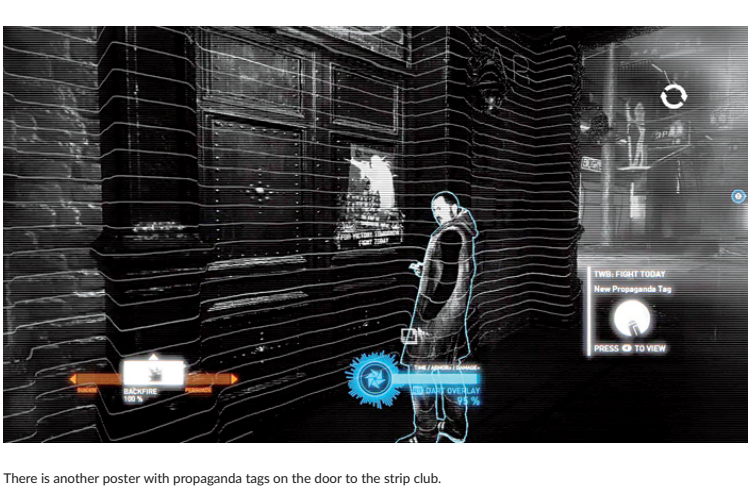
**TWB:** PREY

"Cares for You"

**"PREYS ON YOU"**

—Resistance graffiti





There is another poster with propaganda tags on the door to the strip club.

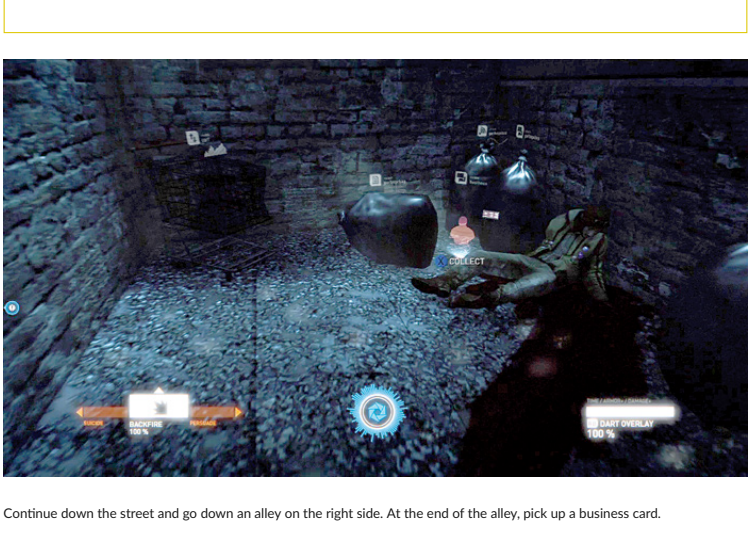
**New Propaganda Tag**

**TWB:** FIGHT TODAY

"The Chip of Tomorrow, Today"

**"FOR VICTORY TOMORROW. FIGHT TODAY"**

—Resistance graffiti



Continue down the street and go down an alley on the right side. At the end of the alley, pick up a business card.

**New Personnel Log**

**ASUNA ISHIOKA**

**/ PROFILE ENTRY**

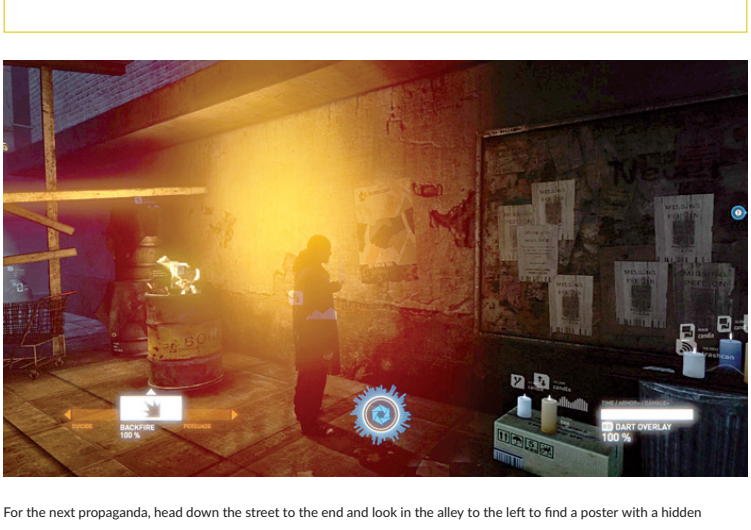
**Name:** Asuna Ishioka
**Age:** 19
**Position:** Student
**Affiliation:** Bowling Community College (EuroCorp)
**Clearance:** Grade 0

**LOGGED ENTRY**

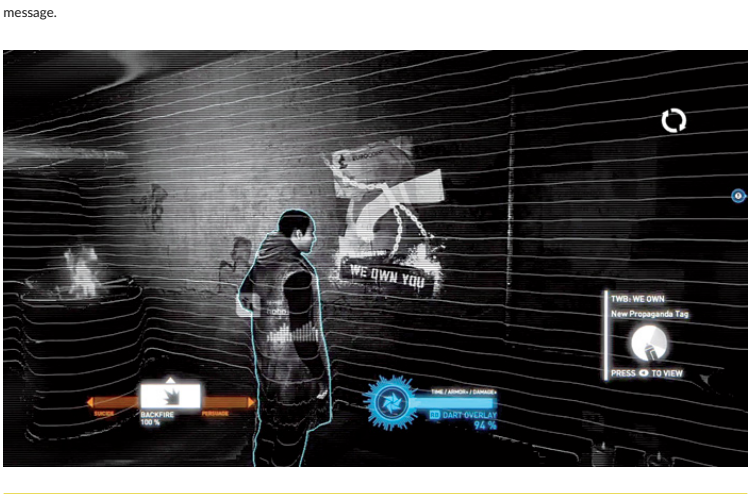
/ Utopia.profiling_decoded: diary_AI08311

I think I saw an Agent today. I'm almost certain. I was with Satomi in the subway station at Cortlandt Street when I saw him. He was wearing a bulky trench coat just like on TV, and it looked like he was carrying something heavy underneath, probably a machine gun. He seemed to be waiting for someone, and didn't really look like a killer. Satomi said he looked cute, and I kind of agree. He seemed very calm, but people around him were a bit nervous and tried to keep their distance. I wasn't scared, though. After Satomi had left I thought about saying something to him, but then what looked like another Agent—a woman—came to him, and they talked for a bit and then quickly walked away. I want to be an Agent someday.

/ end of entry



For the next propaganda, head down the street to the end and look in the alley to the left to find a poster with a hidden message.



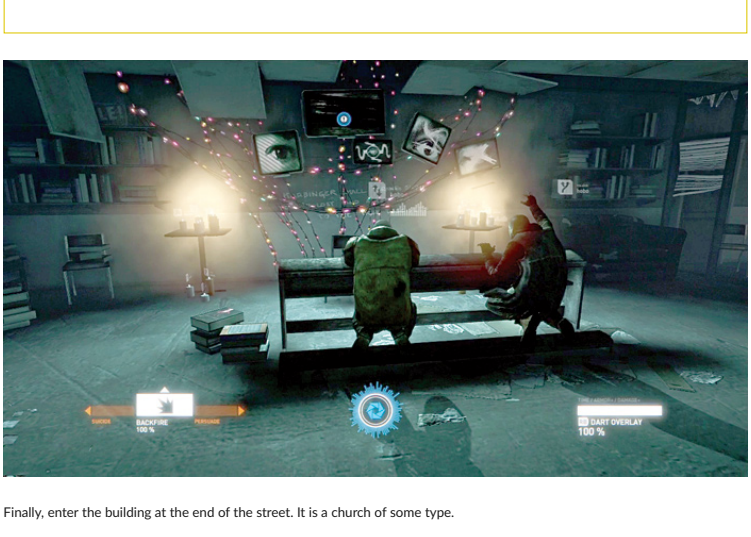
**New Propaganda Tag**

**TWB:** WE OWN

"We Know You"

**"WE OWN YOU"**

—Resistance graffiti



Finally, enter the building at the end of the street. It is a church of some type.

**New Data Intel**

**CHURCH SERMON**

**/ DATA ENTRY**

**Entry:** Master's Sermon
**Type:** Religious Broadcast

**INTEL FEED**

/ localBroadcast: Church of the New Epoch

**Excerpt:** A war refugee sought the Master. He said, "You are wise and serene. Teach me to escape the horrors of this world." And the Master blinded him with fire-irons.

We cry out, we are weak, we cry to the Master for help, but the Master gives us more.

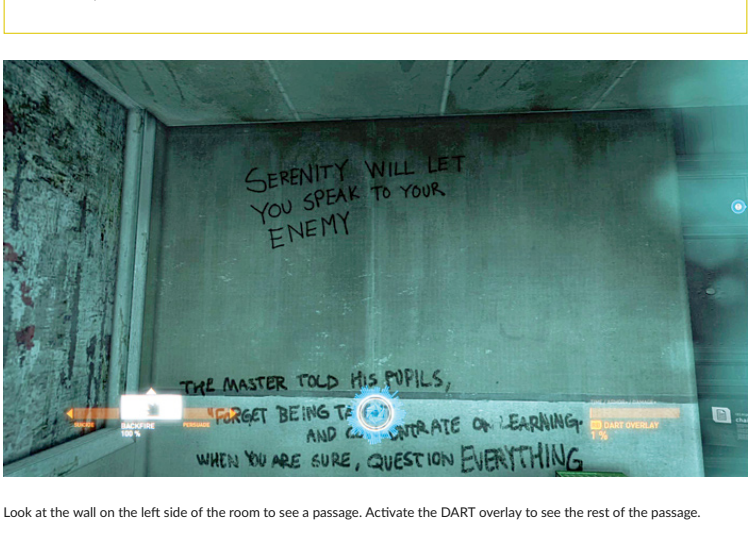
What looks like pain is not pain.

What looks like trouble is not trouble.

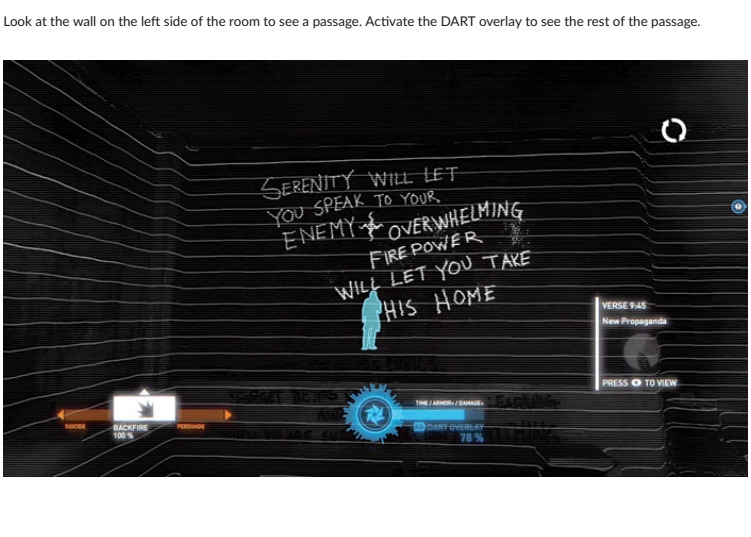
What looks like punishment is not punishment.

What is it? You may ask "What is it?" My brothers and sisters, it is love!

/ end of entry



Look at the wall on the left side of the room to see a passage. Activate the DART overlay to see the rest of the passage.



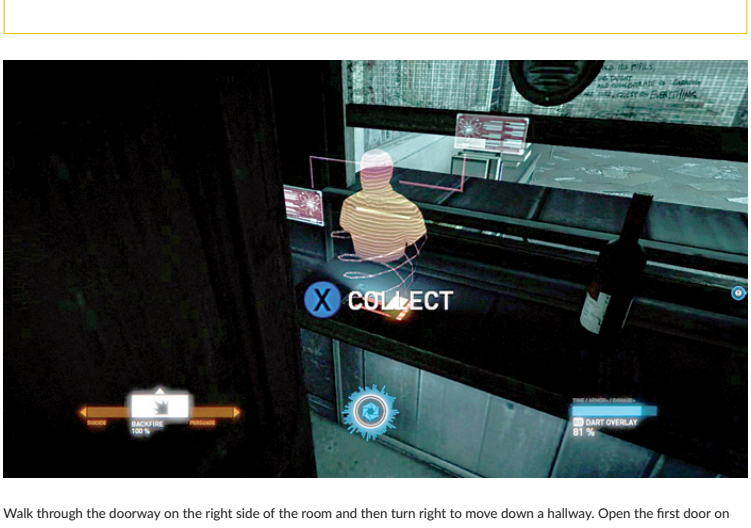
**New Propaganda**

**VERSE** 9:45

"Serenity will let you speak to your Enemy."

**"OVERWHELMING FIREPOWER WILL LET YOU TAKE HIS HOME."**

—Book of Cataclysm, Church of the New Epoch



Walk through the doorway on the right side of the room and then turn right to move down a hallway. Open the first door on the right to find a business card to pick up.

**New Personnel Log**

**CARRIE FRANK**

**/ PROFILE ENTRY**

**Name:** Carrie Frank
**Age:** 38
**Position:** Biotech Engineer
**Affiliation:** I.I.A.
**Clearance:** Grade 21

**LOGGED ENTRY**

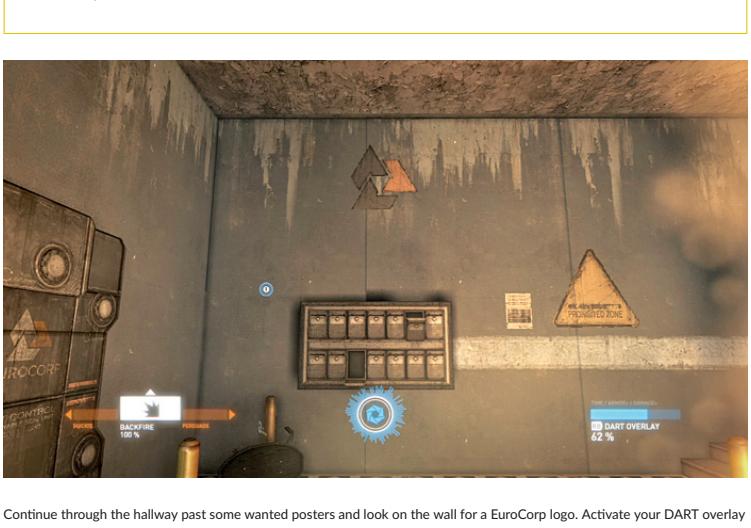
/ fragment.researchJournal: I.I.A. Directorate of Science and Technology

Things have been crazy here since Carrie got back from that Reykjavik conference. She came into the lab all excited—that part isn't all that unusual I guess—and started talking about how her eyes had been opened, and how she had come to the realization that our research needed to move in a new direction if it was to "stay relevant." So she ordered everything scrapped. Months of work, just like that. The research leads protested, of course, but I guess she swayed them with her enthusiasm and her plans for the future, because eventually they relented.

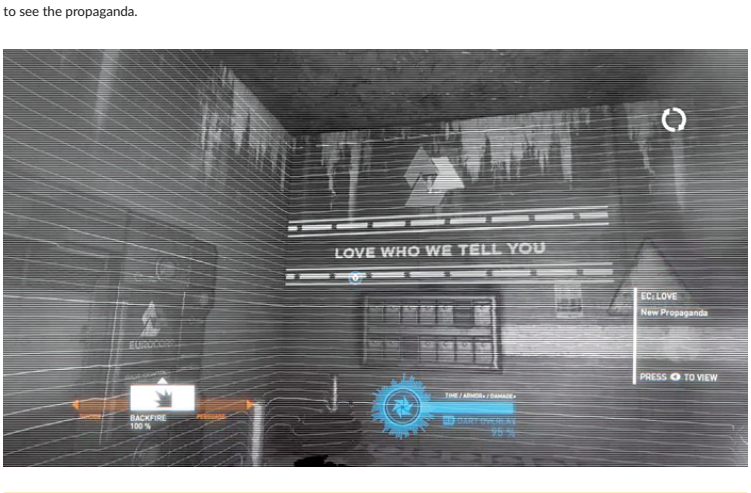
After Carrie had left for the day, Mr. Papadopoulos showed up and asked what the hell we were doing. The leads tried to explain, but Papadopoulos said nothing like this had been cleared by his office, and ordered us to resume our old research. When Carrie returned the next morning, she said there had been a misunderstanding and told us to scrap everything—again. Then she left and as far as I know, no one has seen her since.

After a few hours a very angry Mr. Papadopoulos came back, shouted a lot and told us to stop, but by then more of the work had already been destroyed, including the prototypes. I heard Papadopoulos, his staff and the research leads had a long meeting about Carrie yesterday.

/ end of entry



Continue through the hallway past some wanted posters and look on the wall for a EuroCorp logo. Activate your DART overlay to see the propaganda.



**New Propaganda**

**EC:** LOVE

**"LOVE WHO WE TELL YOU."**

—EuroCorp

**Character Profile Update**

**PROFILE: KRIS**

**/ PROFILE ENTRY**

**Name:** Kris Delaney (male)
**Age:** 32
**Position:** Terrorist (hostile)
**Affiliation:** TWB, CONFA
**Clearance:** N/A

**BACKGROUND**

Head of the New York Downzone anarchy movement TWB, part of the international terrorist network CONFA. Grew up with abusive family. Early associations with Drawl brothers [Anthony, Liam], involved in activities such as vandalism and malicious hacking. Believed to have engaged in a relationship with Lilian Drawl prior to her attending New Columbia Med. Relationship ceased due to political differences.

**INTEL FEED**

Delaney is believed to have attended underground universities where he studied political science. Grew into role as anti-corporate organizer.

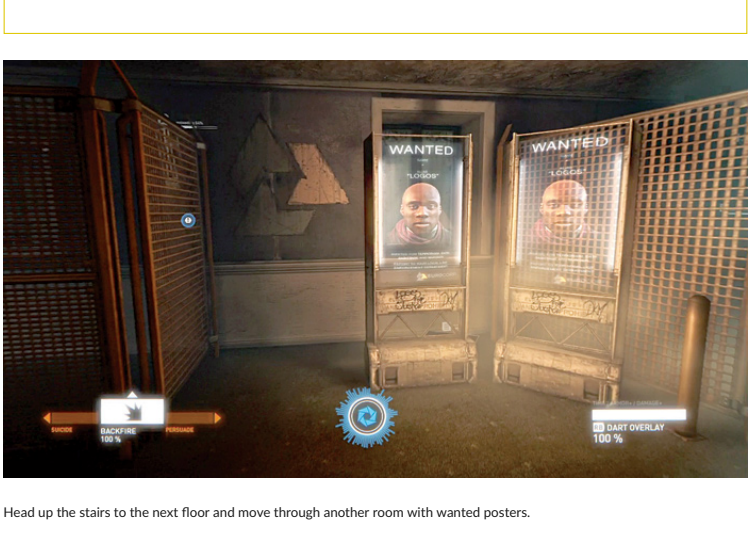
/ Intel report: Target Tracking

Exact whereabouts currently unknown. Target has been identified on multiple occasions in the Lower Manhattan and Old Harlem Downzone areas.

/ Priority.Status

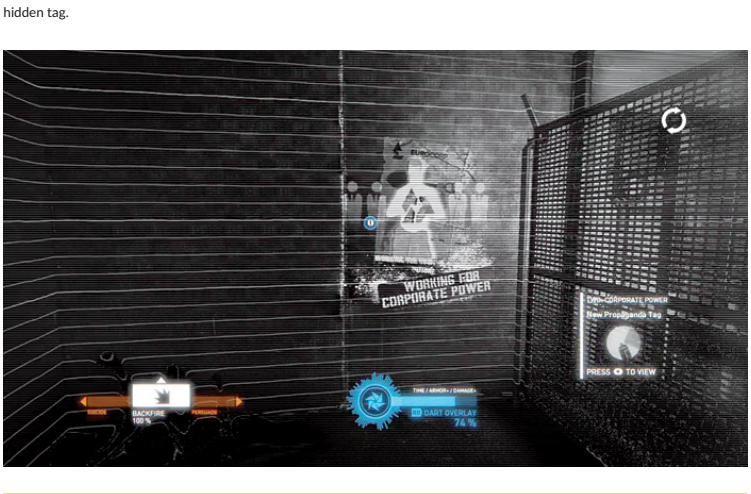
Priority Liquidation Order in effect. Terminate soft asset on sight.

/ end of entry



Head up the stairs to the next floor and move through another room with wanted posters.

Go all the way to the end of the room and past the divider screen to find a poster on the wall. Use the DART overlay to see the hidden tag.



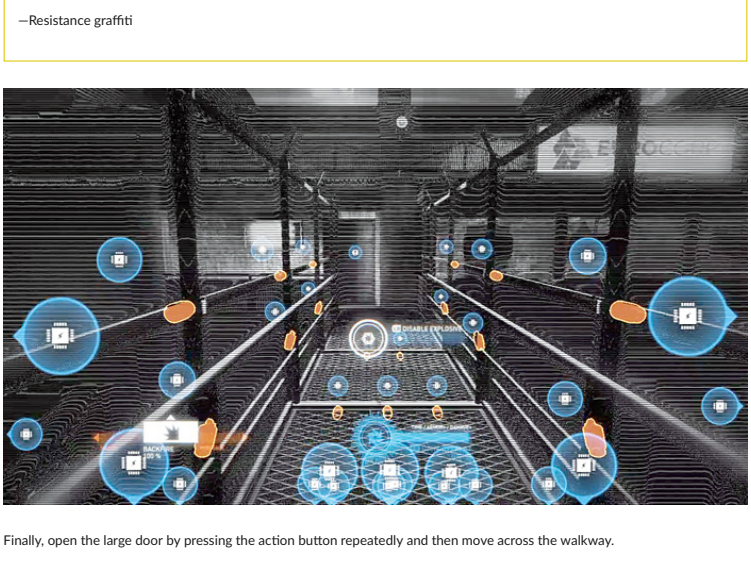
**New Propaganda Tag**

**TWB:** CORPORATE POWER

"Working for Your Future"

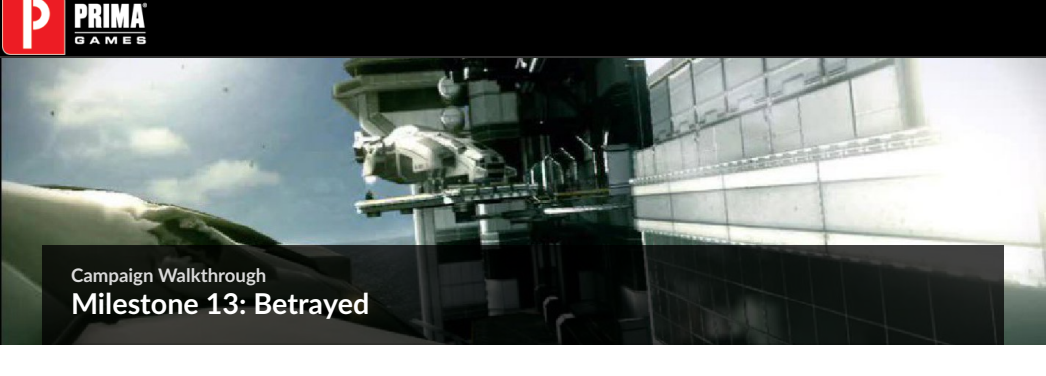
**"WORKING FOR CORPORATE POWER"**

—Resistance graffiti



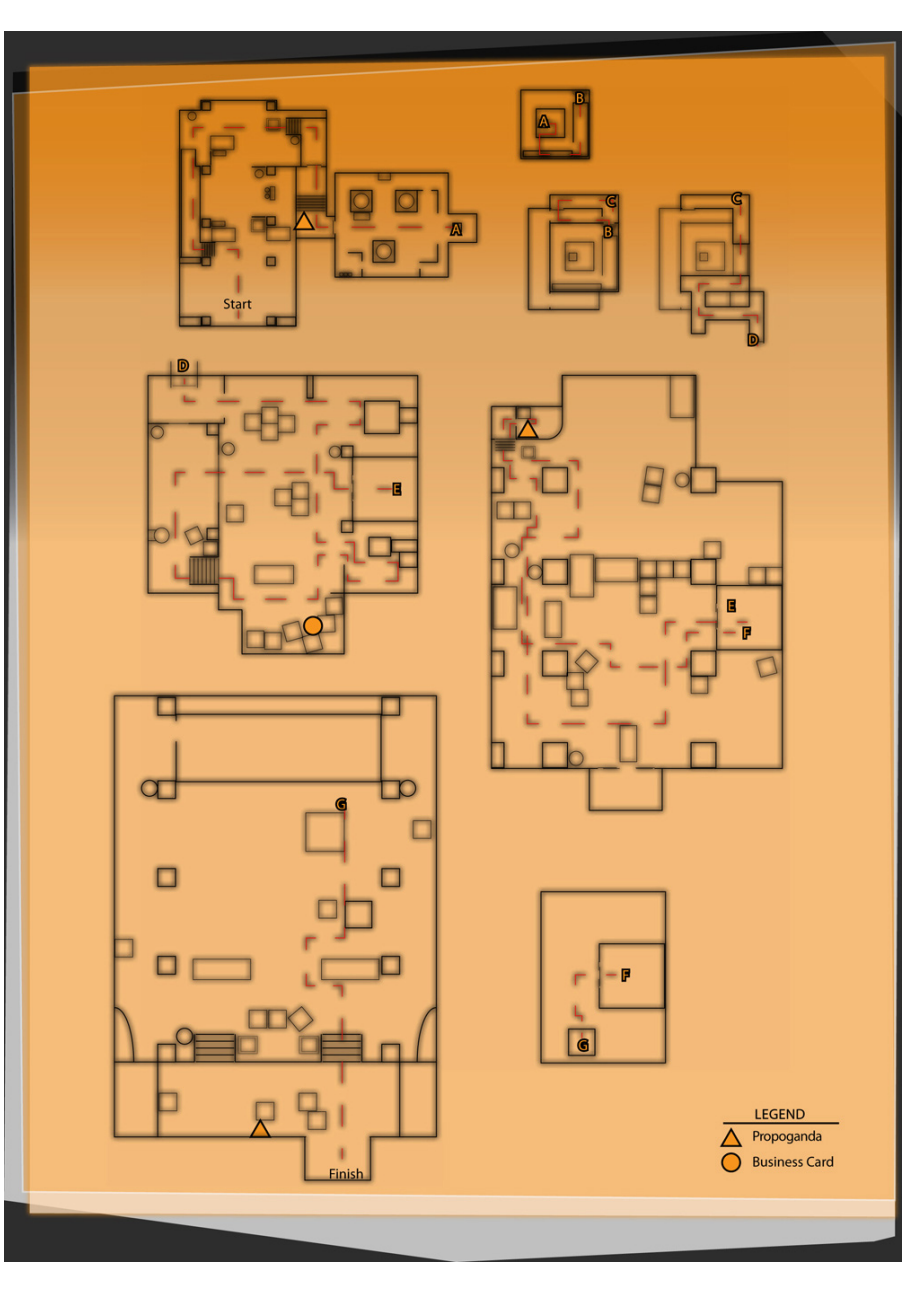
Finally, open the large door by pressing the action button repeatedly and then move across the walkway.

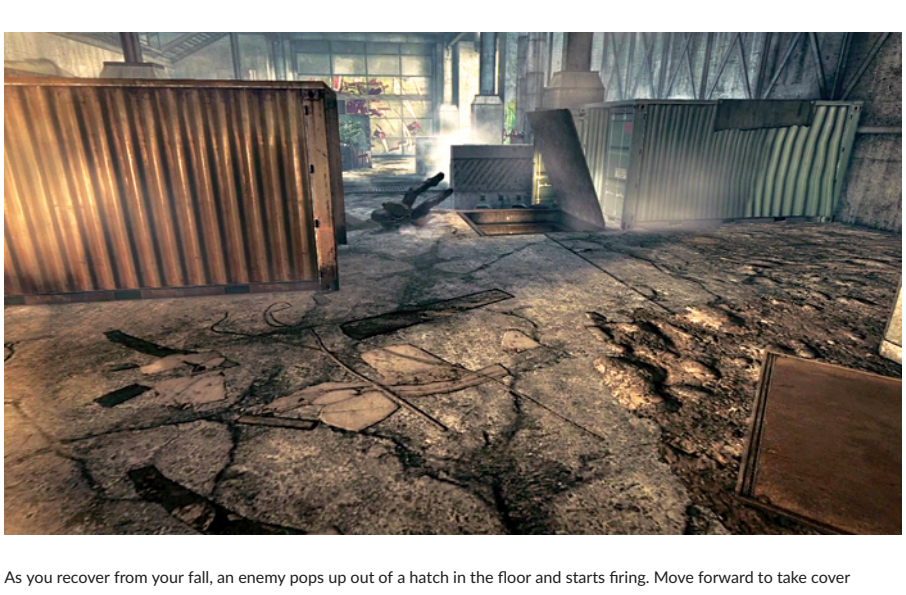
However, as you are on the walkway, your DART overlay kicks in and shows you the explosives hidden inside. You are in subverter territory—and you must fight your way through the next milestone.



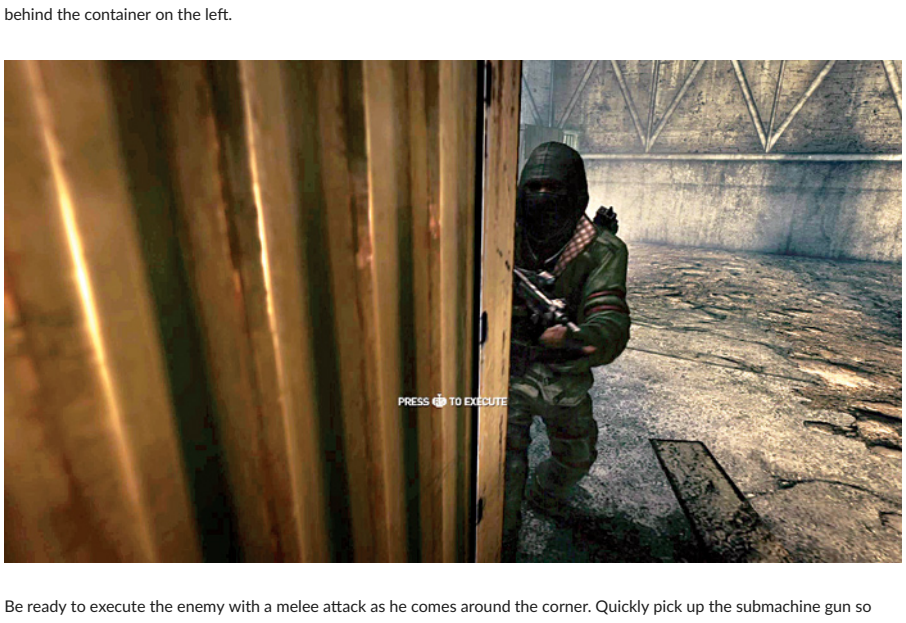
Campaign Walkthrough

# Milestone 13: Betrayed





As you recover from your fall, an enemy pops up out of a hatch in the floor and starts firing. Move forward to take cover behind the container on the left.



Be ready to execute the enemy with a melee attack as he comes around the corner. Quickly pick up the submachine gun so you have some firepower.

## UMK

**/ PRODUCT SUMMARY**

**Model:** UMK Mk IV
**Manufacturer:** Deimling Industrien / Saxe-Deimling (license owner, non-aligned)
**Projectile:** .223 (auto), 60-round clip
**Weight:** 70.5 oz (2000 g)

**TACTICAL SUMMARY**

**Primary Fire:** Automatic fire primary mode
**Secondary Fire:** Suppressed automatic fire secondary mode

**INTEL FEED**

When it was released in 2021 by independent weapon manufacturer Deimling Industrien, the first UMK model was marketed as a personal defense weapon.

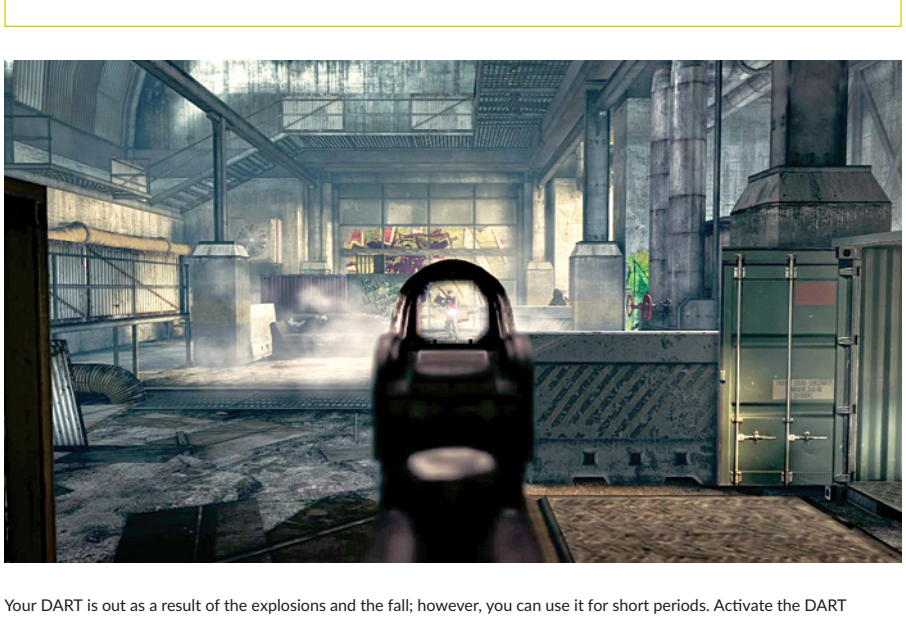
In 2032, only months after the Johannesburg assassination of President Hector Van Niekerk, changes in export/import laws facilitated a merger with Saxe SIT, creating the international weapon manufacturer Saxe-Deimling.

Production during 2033 introduced a revolutionary muzzle-climb compensation technology, increasing the UMK's popularity within elite military and Syndicate assault forces.

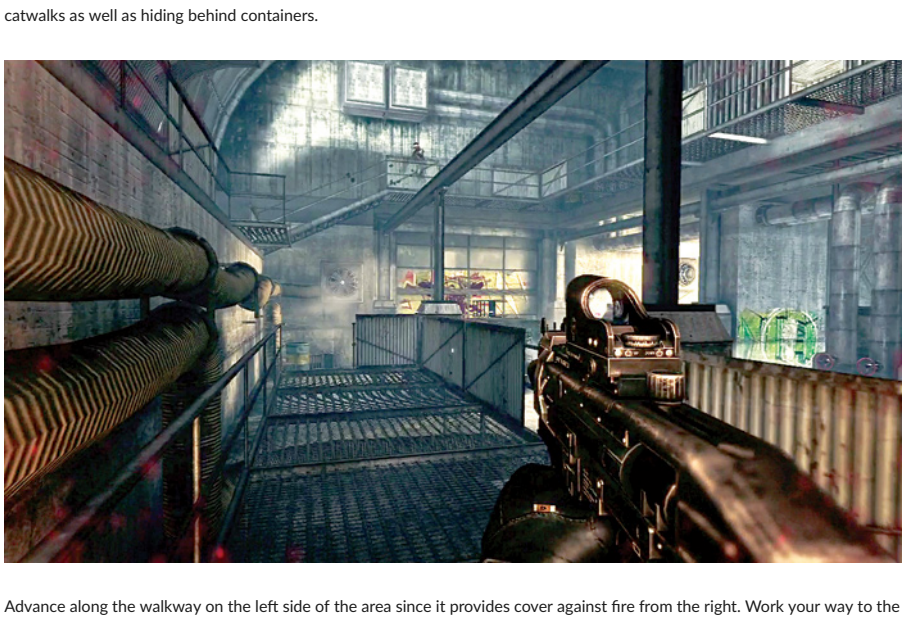
The standard UMK-Mark IV model is an open bolt blowback-operated submachine gun that fires .223 SDE caliber ammunition.

The UMK is the more prominent submachine gun on the Downzone black market and alleged campaigns to stop its rapid spread are often mocked as some of the most obvious political stunts in the corporate sphere.

/ end of entry



Your DART is out as a result of the explosions and the fall; however, you can use it for short periods. Activate the DART overlay to quickly locate enemies before it goes out again, then do your best to eliminate them. Look for enemies up on catwalks as well as hiding behind containers.



Advance along the walkway on the left side of the area since it provides cover against fire from the right. Work your way to the end of the walkway, clearing enemies as you go. Be sure to pick up a razorback pistol off of a dead enemy to add to your collection.

## RAZORBACK

**/ PRODUCT SUMMARY**

**Model:** Razorback
**Manufacturer:** Saxe-Deimling (license owner, non-aligned)
**Projectile:** .44 (semi), 10-round cylinder
**Weight:** 53 oz (1500 g)

**TACTICAL SUMMARY**

**Primary Fire:** Single shot
**Secondary Fire:** N/A

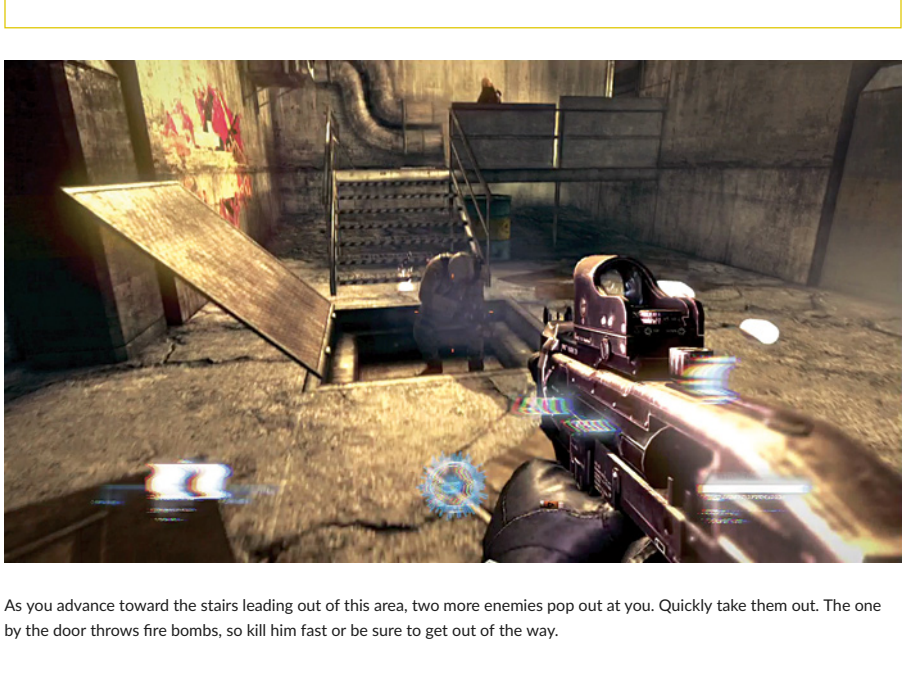
**INTEL FEED**

Licensed production in North America and Europe since 2049, with extensive field testing during the New York food riots of 2052.

With a reliable construction and handling, this sidearm was the #3 preferred weapon for home owners and sports enthusiasts along the North American east coast, up until it was decommissioned in 2058. Due to its wide use, the .44 bullets are still in high circulation among consumers.

Modified Razorback models have recently appeared on black markets in the Downzone areas of New York, Baltimore and Chicago.

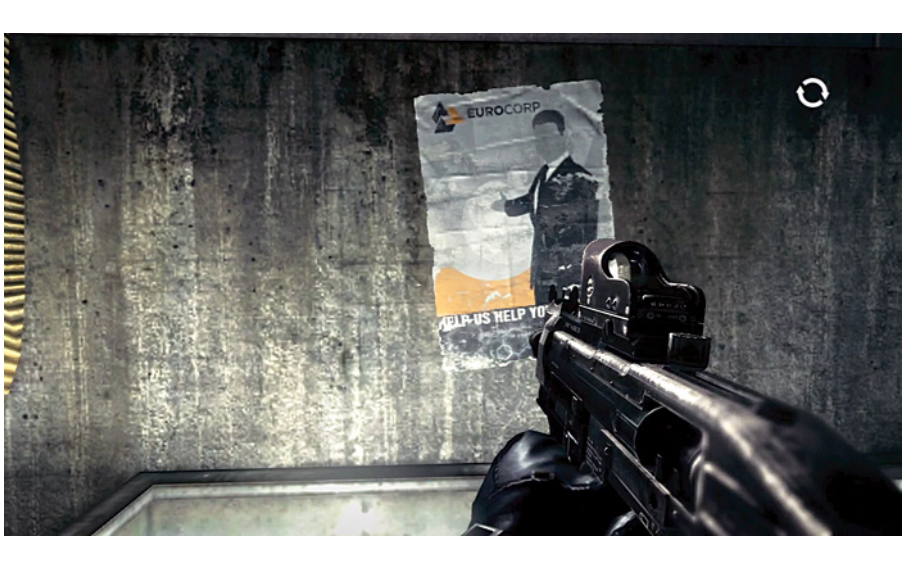
/ end of entry

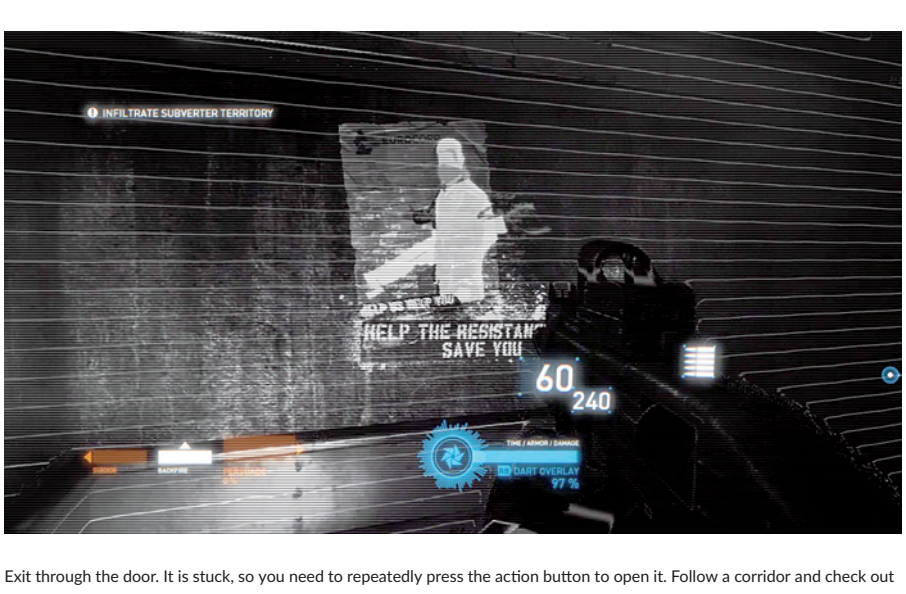


As you advance toward the stairs leading out of this area, two more enemies pop out at you. Quickly take them out. The one by the door throws fire bombs, so kill him fast or be sure to get out of the way.

## Tip

Before you leave this area, search around for a sniper rifle dropped by one of the snipers. Swap the pistol for it.





Exit through the door. It is stuck, so you need to repeatedly press the action button to open it. Follow a corridor and check out the poster on the right side wall. By now, your chip has reset itself so you can activate the DART overlay to see the propaganda.

## New Propaganda Tag

**TWB:** HELP

**"Help Us Help You"**

**"HELP THE RESISTANCE SAVE YOU"**

—Resistance graffiti

## New Agent Feature

**DART CHIP:** EMP RESET

**/ AGENT OPERATIONS MANUAL**

**Entry:** Chip mechanics (system reset)
**Type:** Chip system

**FUNCTIONALITY**

**System:** When experiencing an electromagnetic pulse, DART chip systems will automatically shut down and reboot, to avoid permanent damage.

**INTEL FEED**

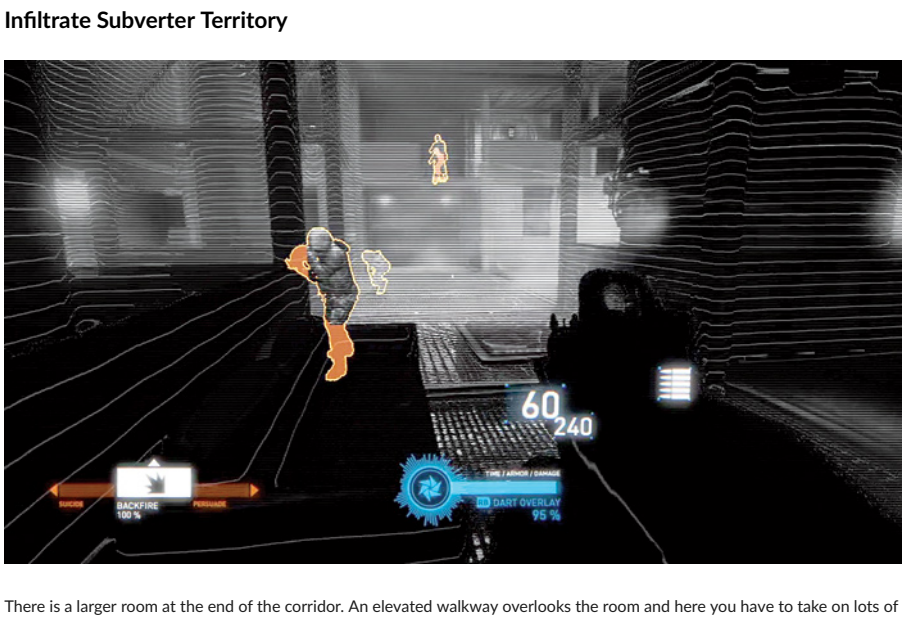
/ Database log entry: R_90225

The DART 6 chip structure is protected by EM dampeners and the latest SSMD system.

The dampeners detect and redirect part of the initial E1 and E2 pulses, while the solid state memory drive protects current data from the slower E3 pulse, storing IPA for up to 10 seconds, enabling the DART chip to perform a fast reboot after the EMP charge has dissipated.

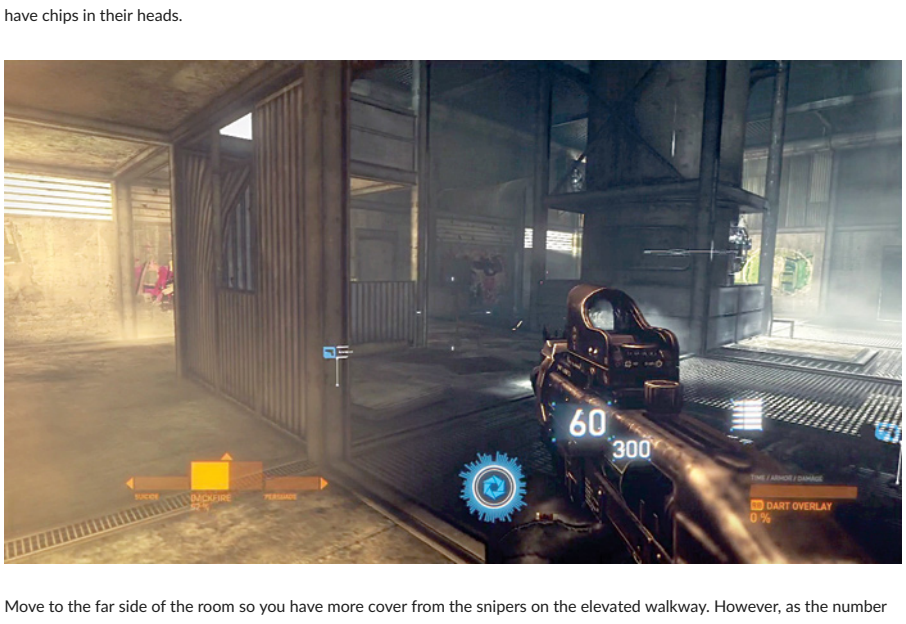
/ end of entry

## Infiltrate Subverter Territory

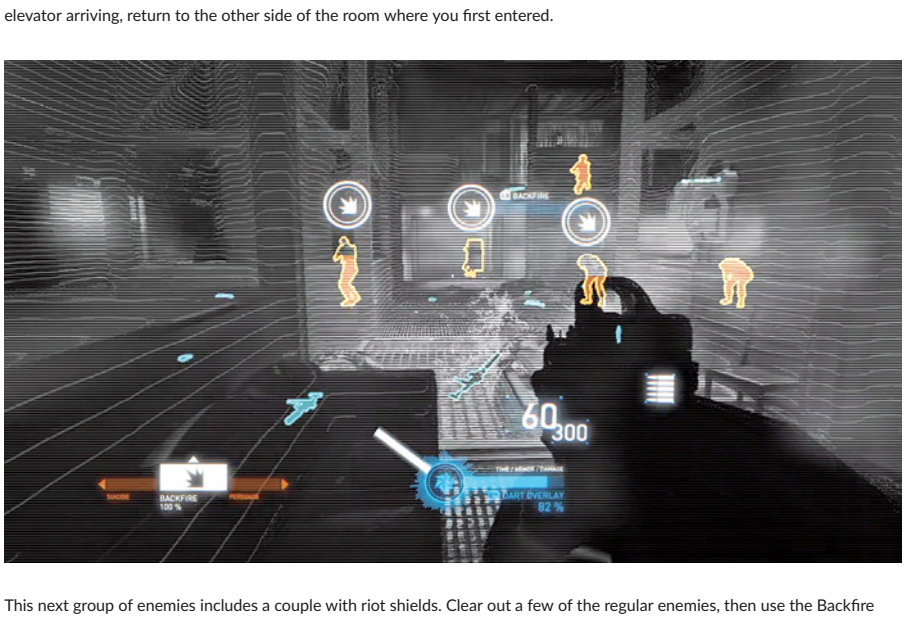


There is a larger room at the end of the corridor. An elevated walkway overlooks the room and here you have to take on lots of enemies. Luckily you have your chip functioning again. Breach the controls to overload the pressure valve in the middle of the room to release steam to hurt enemies or keep them from moving through parts of the room.

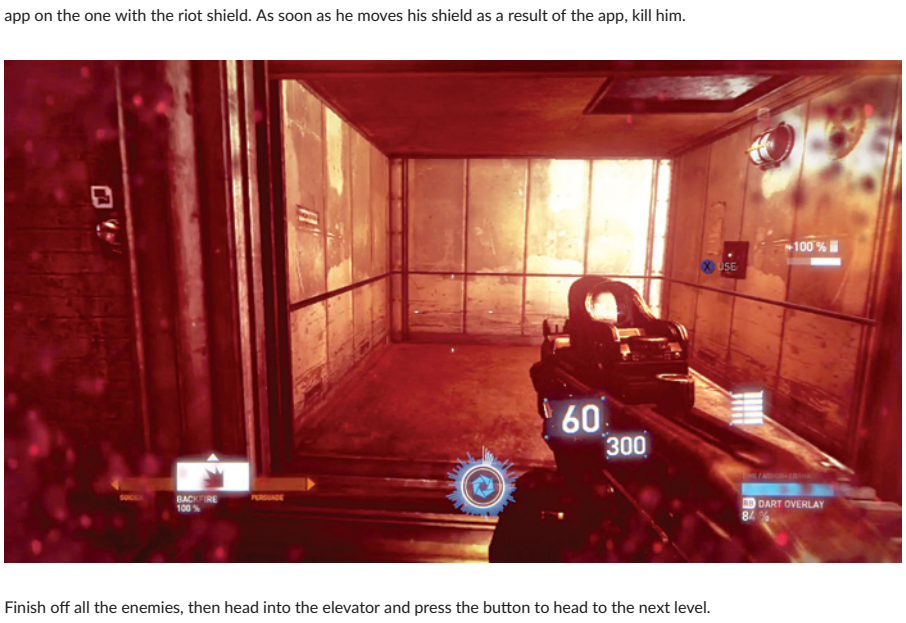
In addition to the DART overlay, you can also use the Backfire app. The other apps do not work since none of your enemies have chips in their heads.



Move to the far side of the room so you have more cover from the snipers on the elevated walkway. However, as the number of enemies begins to decrease, move out to finish them off. When the lights at this end the room start flashing prior to an elevator arriving, return to the other side of the room where you first entered.



This next group of enemies includes a couple with riot shields. Clear out a few of the regular enemies, then use the Backfire app on the one with the riot shield. As soon as he moves his shield as a result of the app, kill him.



Finish off all the enemies, then head into the elevator and press the button to head to the next level.

## Character Profile Update

**PROFILE:** LILY DRAWL

**/ PROFILE ENTRY**

**Name:** Lilian Drawl (female)
**Age:** 30
**Position:** Lead Biotech Engineer
**Affiliation:** EuroCorp
**Clearance:** (revoked) Grade 15, Biotech Group Manager

**BACKGROUND**

Born to Downzone parents. Excelled in Downzone educational system and identified by EuroCorp intellectual talent scouts at the age of 16. Attended New Columbia Medical on scholarship. Distanced herself from family, particularly her brothers who demonstrated early corporate dissension and Downzone anarchist traits.

**INTEL FEED**

Regularly channels money to Lower Manhattan Downzone address. Residential log indicates her parents as last known tenants.

**/ Intel Report:** Investigation in progress

Communication between Lilian Drawl and Aspari asset Gary Chang has been intercepted and decrypted. Content suggests previous interaction and possible exchange of classified information.

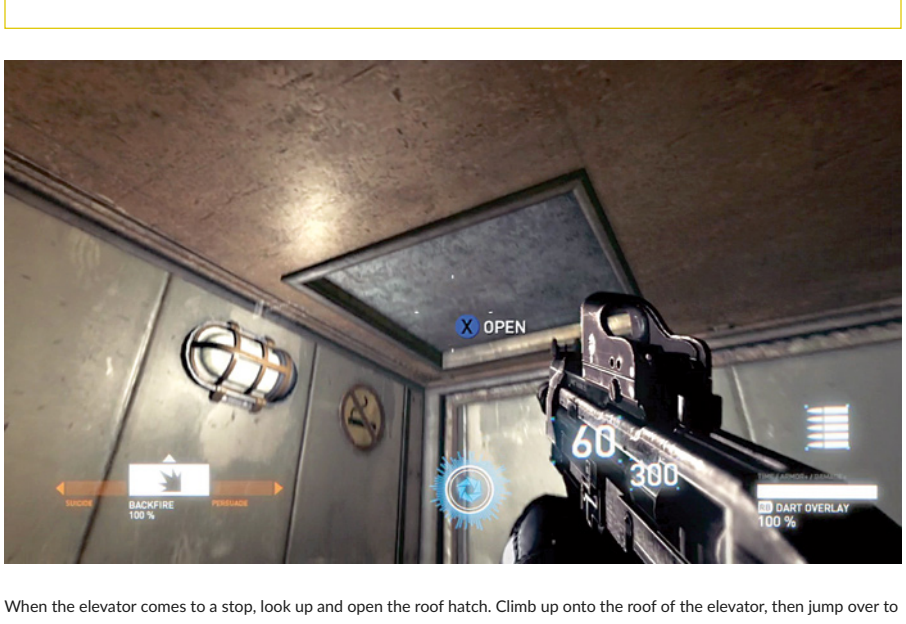
**/ Intel Report:** Security Risk Update [Very High]

Documented cross-Syndicate communication and association with known terrorist Kris Delaney. EuroCorp research and security data have been shared with terrorist organizations and competing Syndicate networks.

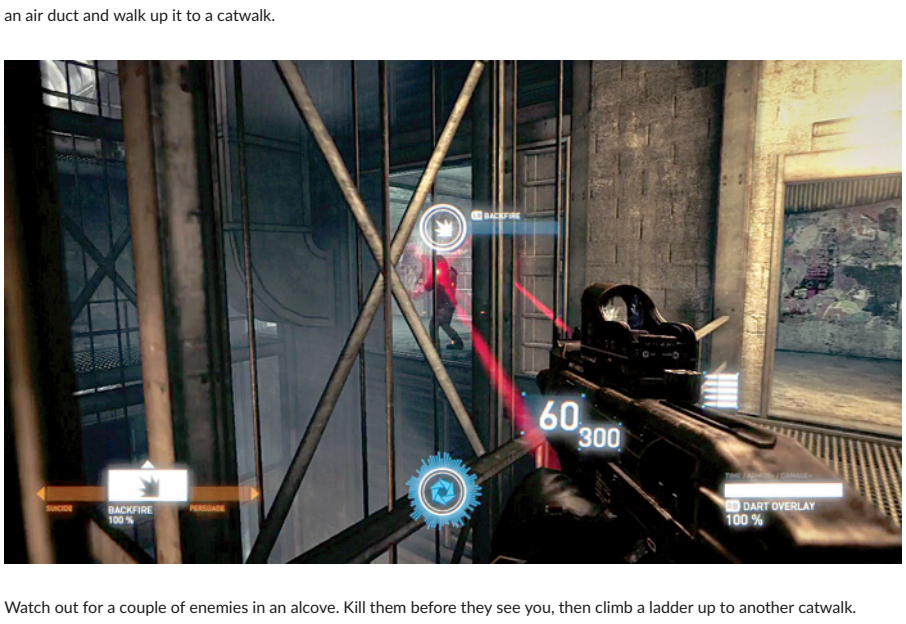
**// Tactical Update**

Global security alert. Terminate soft asset on sight.

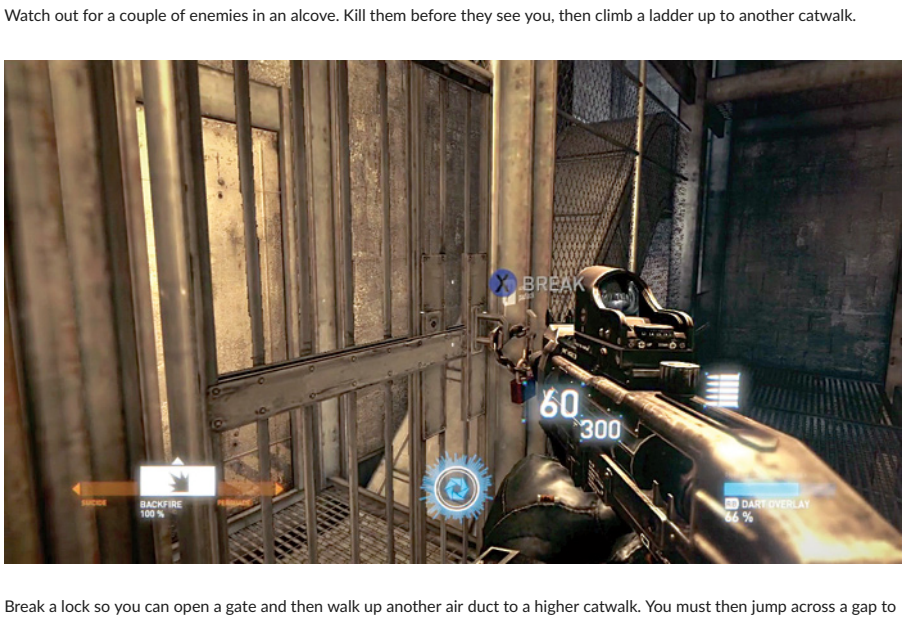
/ end of entry



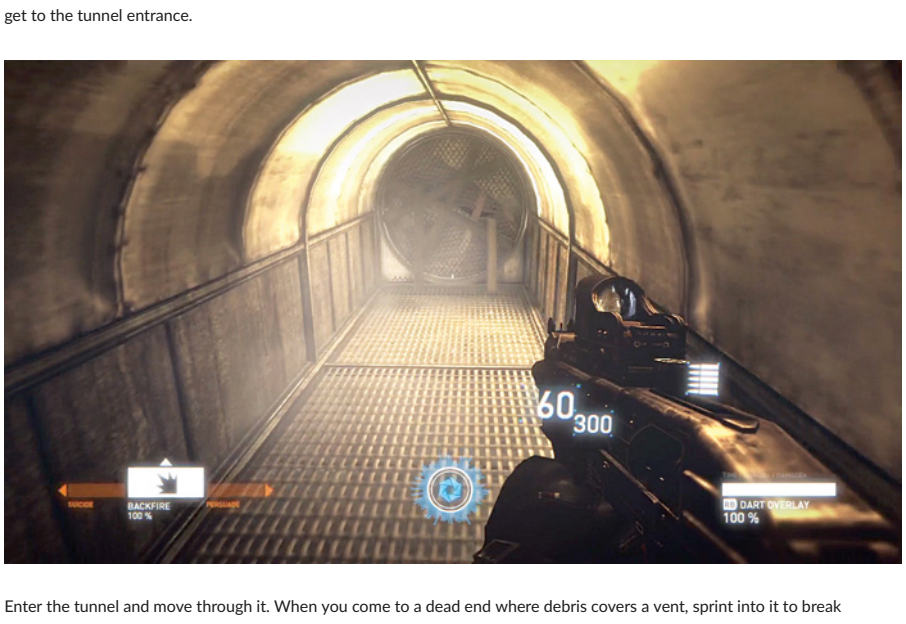
When the elevator comes to a stop, look up and open the roof hatch. Climb up onto the roof of the elevator, then jump over to an air duct and walk up it to a catwalk.



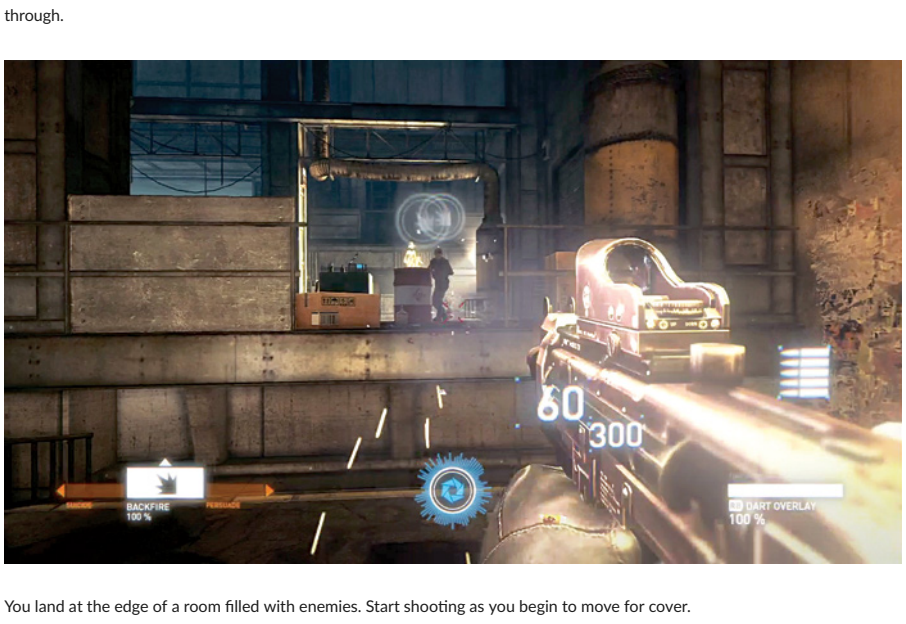
Watch out for a couple of enemies in an alcove. Kill them before they see you, then climb a ladder up to another catwalk.



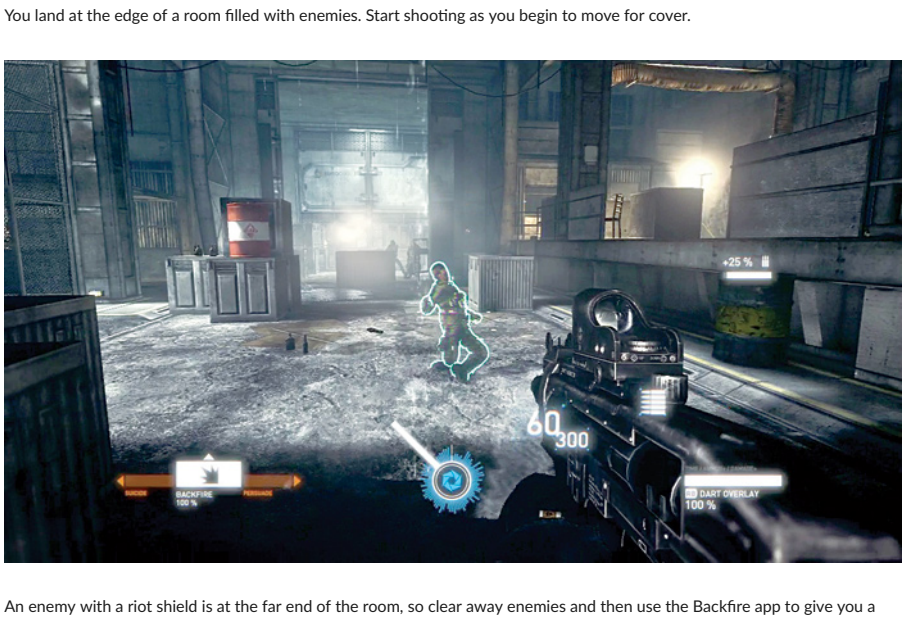
Break a lock so you can open a gate and then walk up another air duct to a higher catwalk. You must then jump across a gap to get to the tunnel entrance.



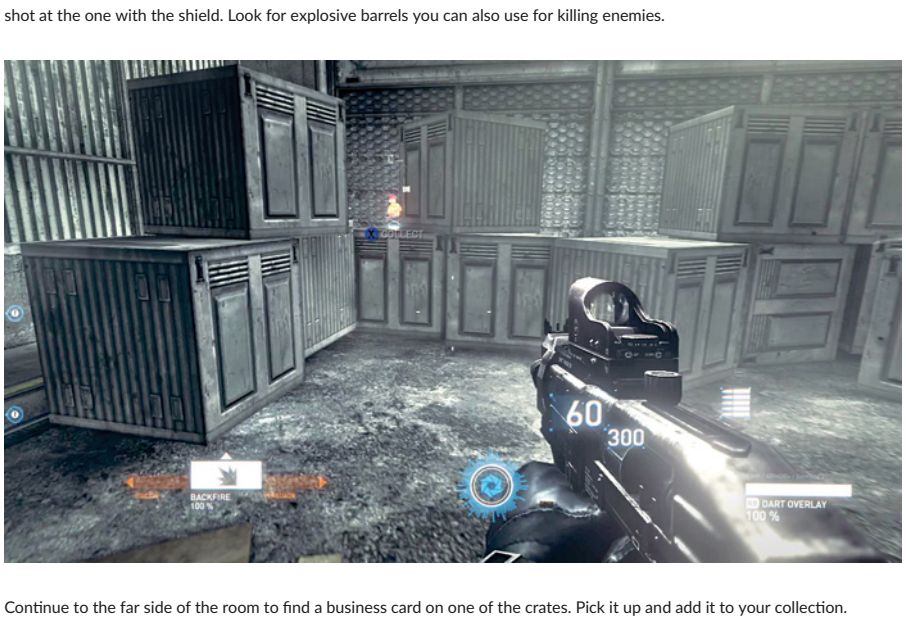
Enter the tunnel and move through it. When you come to a dead end where debris covers a vent, sprint into it to break through.



You land at the edge of a room filled with enemies. Start shooting as you begin to move for cover.



An enemy with a riot shield is at the far end of the room, so clear away enemies and then use the Backfire app to give you a shot at the one with the shield. Look for explosive barrels you can also use for killing enemies.



Continue to the far side of the room to find a business card on one of the crates. Pick it up and add it to your collection.

## New Personnel Log

**DONALD GILCHRIST**

**/ PROFILE ENTRY**

**Name:** Donald Gilchrist
**Age:** 52
**Position:** M.D., Medical Observer, Downzone Street Team 42
**Affiliation:** EuroCorp
**Clearance:** Grade 13

**LOGGED ENTRY**

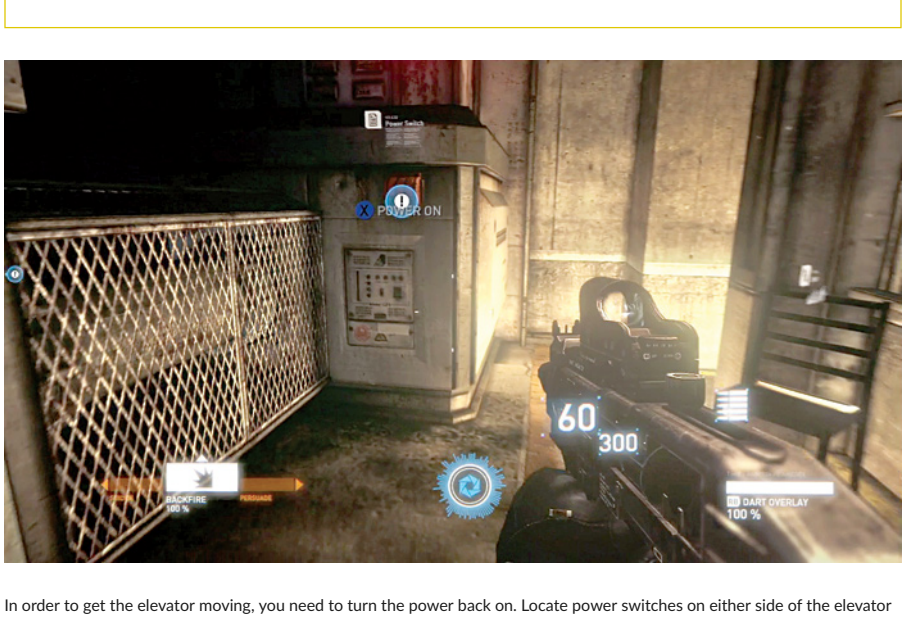
/ Personal.Journal_Entry: ID78-Z

They hauled in another stiff this morning with a hole drilled into the upper skull. Third one this week. As with the others, this appears to have been yet another clumsy and futile attempt to forcefully remove the DART chip from the cerebral cortex.

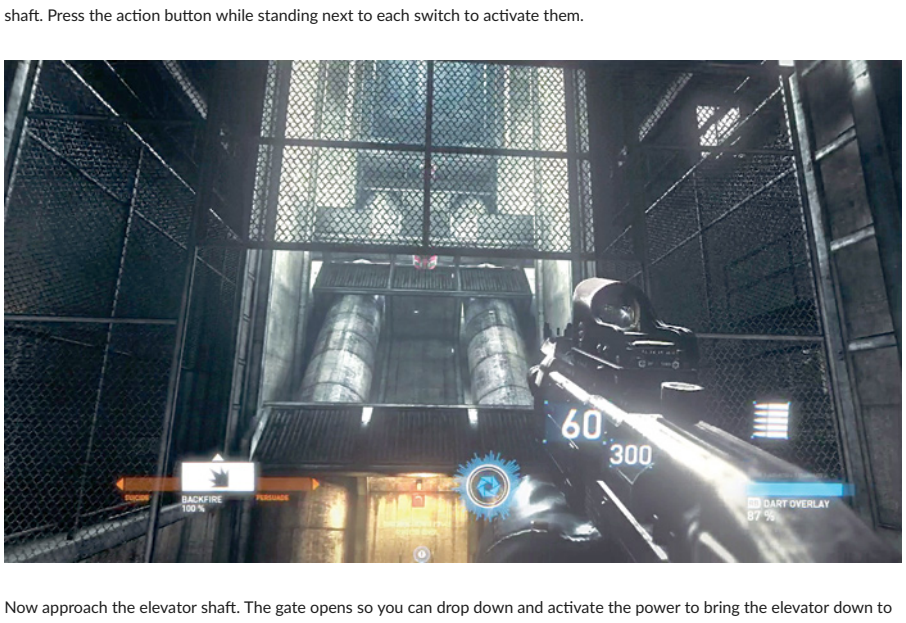
I'm told that it's mostly spoiled Upzone brats rebelling against their parents and society as a whole, who pay Downzone "clinics" to dig into their heads and yank out their chips. It's a scam, of course.

Only qualified EuroCorp technicians can remove or adjust the chips without setting off the tampering alarms and causing massive traumatic brain injury. Of course, that won't stop those poor fools from trying....

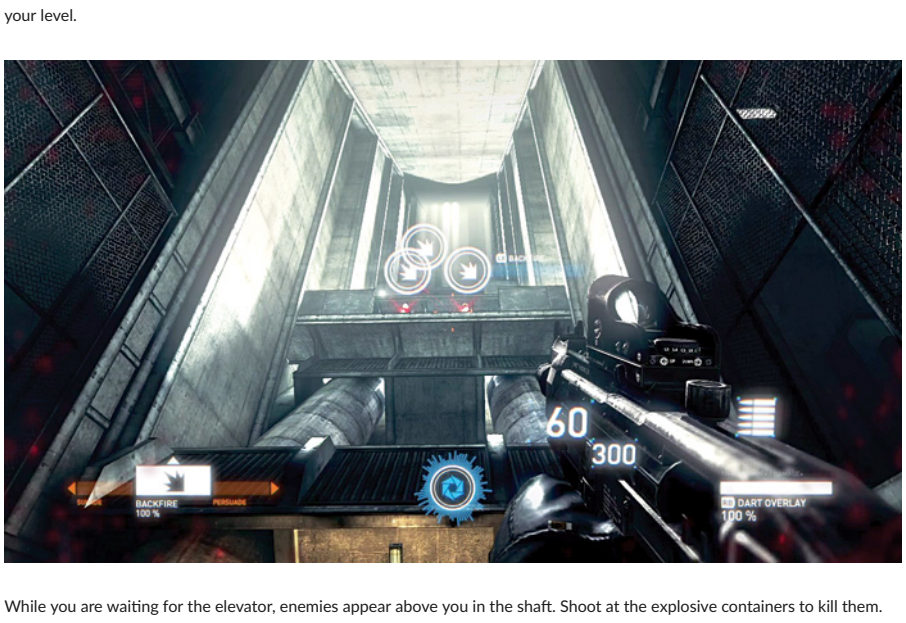
/ end of entry



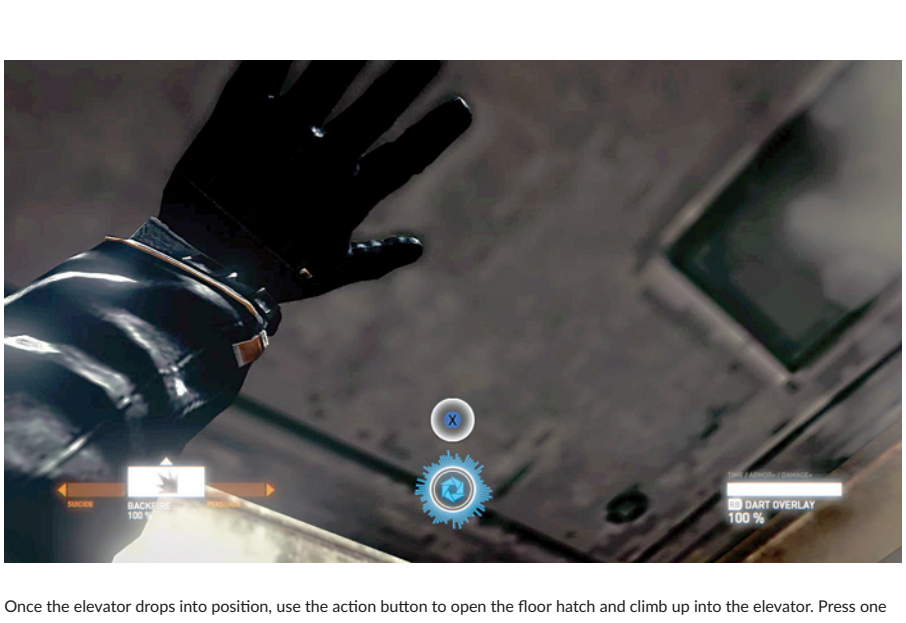
In order to get the elevator moving, you need to turn the power back on. Locate power switches on either side of the elevator shaft. Press the action button while standing next to each switch to activate them.



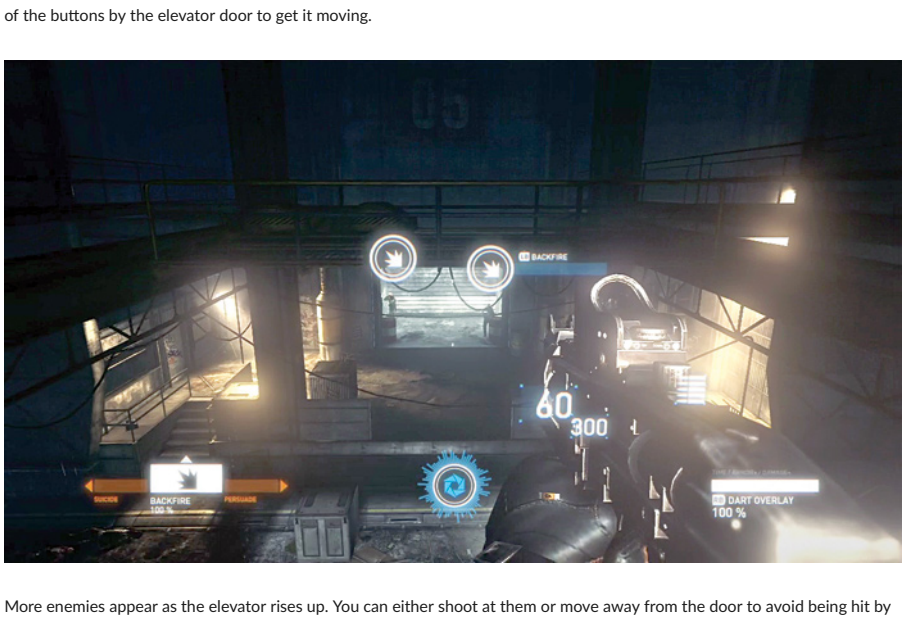
Now approach the elevator shaft. The gate opens so you can drop down and activate the power to bring the elevator down to your level.



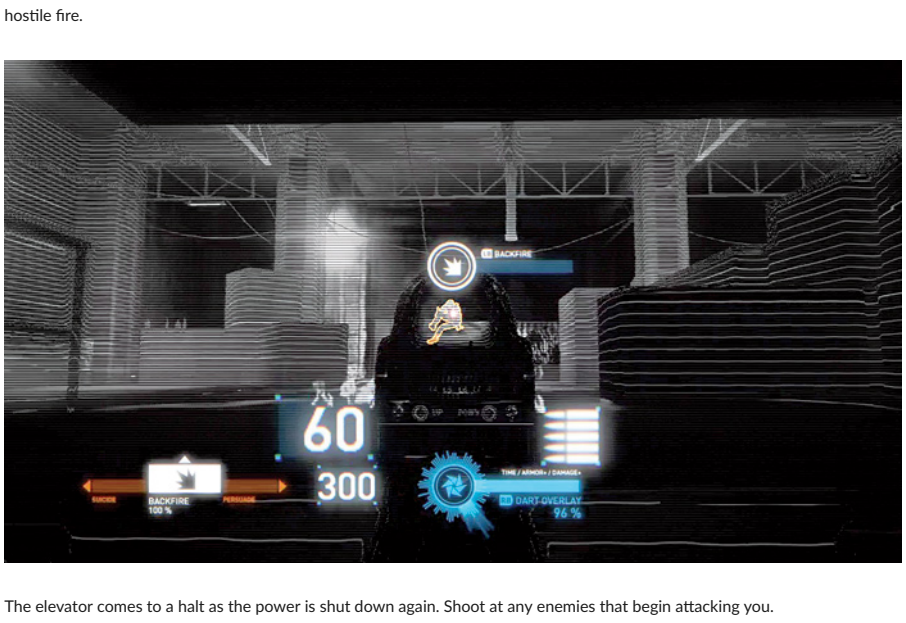
While you are waiting for the elevator, enemies appear above you in the shaft. Shoot at the explosive containers to kill them.



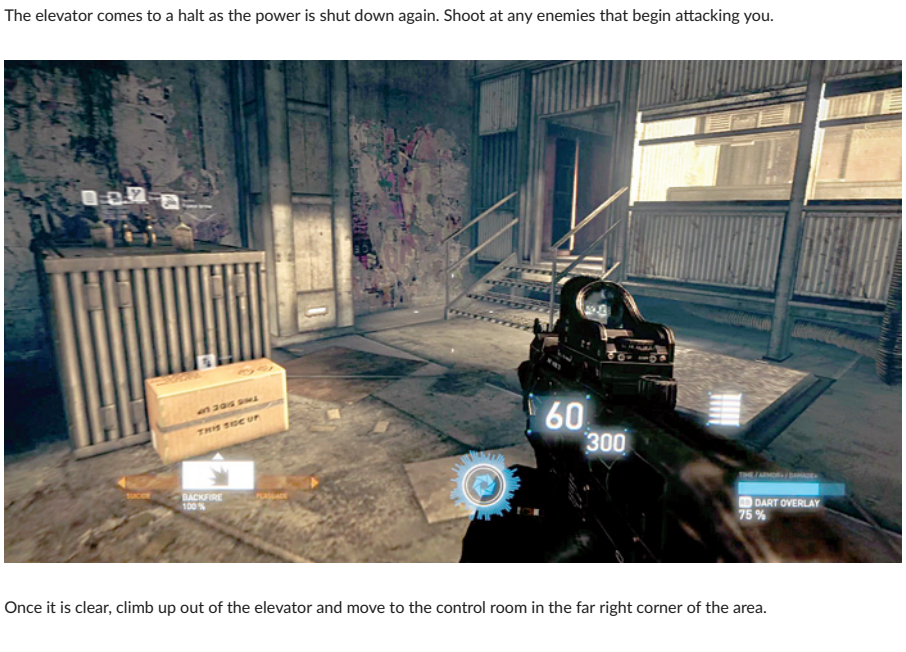
Once the elevator drops into position, use the action button to open the floor hatch and climb up into the elevator. Press one of the buttons by the elevator door to get it moving.



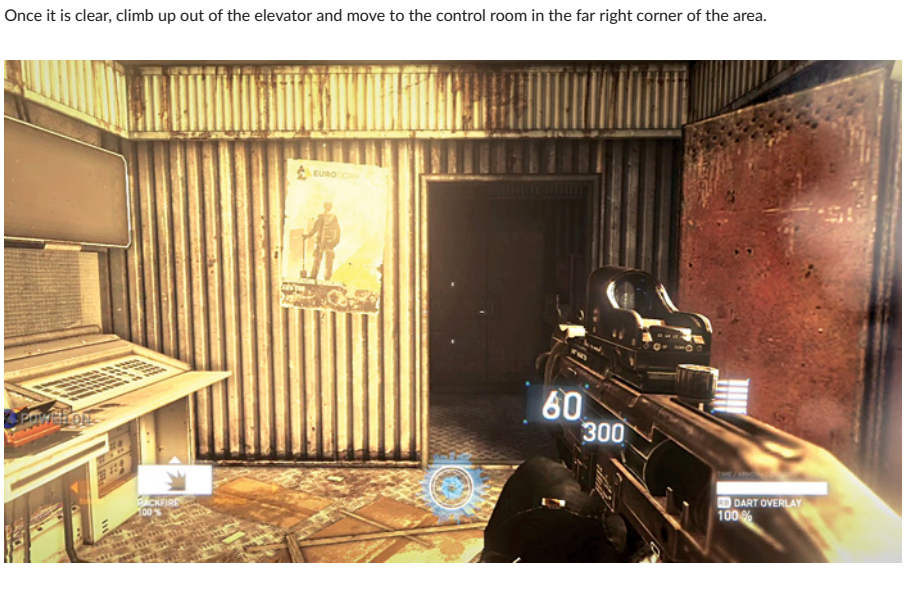
More enemies appear as the elevator rises up. You can either shoot at them or move away from the door to avoid being hit by hostile fire.

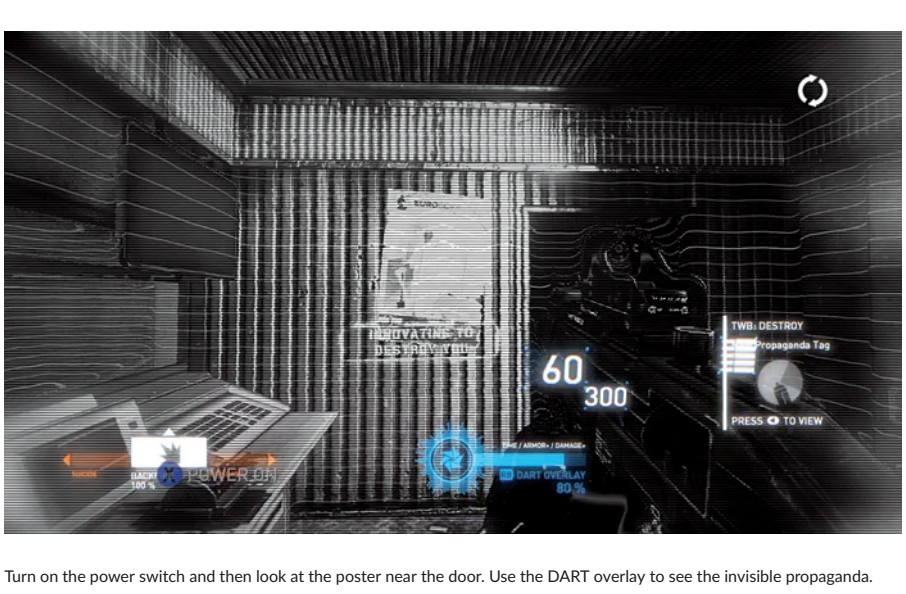


The elevator comes to a halt as the power is shut down again. Shoot at any enemies that begin attacking you.



Once it is clear, climb up out of the elevator and move to the control room in the far right corner of the area.





Turn on the power switch and then look at the poster near the door. Use the DART overlay to see the invisible propaganda.

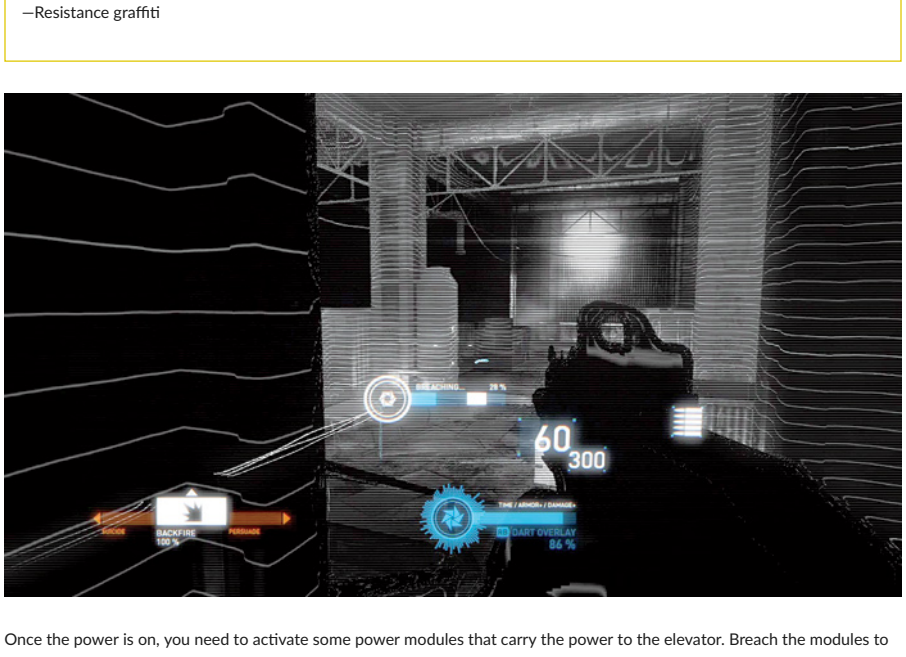
## New Propaganda Tag

**TWB:** DESTROY

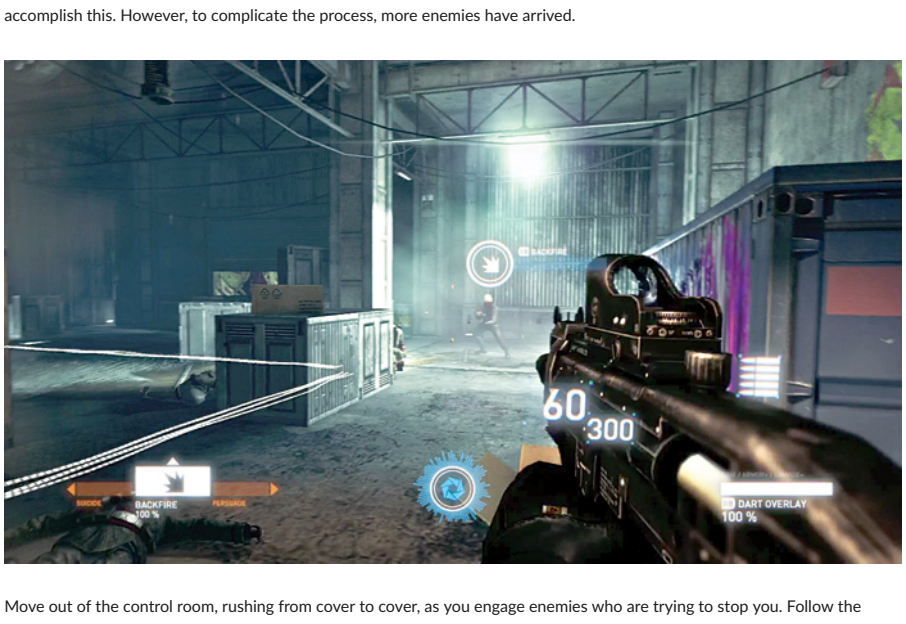
**"Innovation Working for You"**

**"INNOVATING TO DESTROY YOU"**

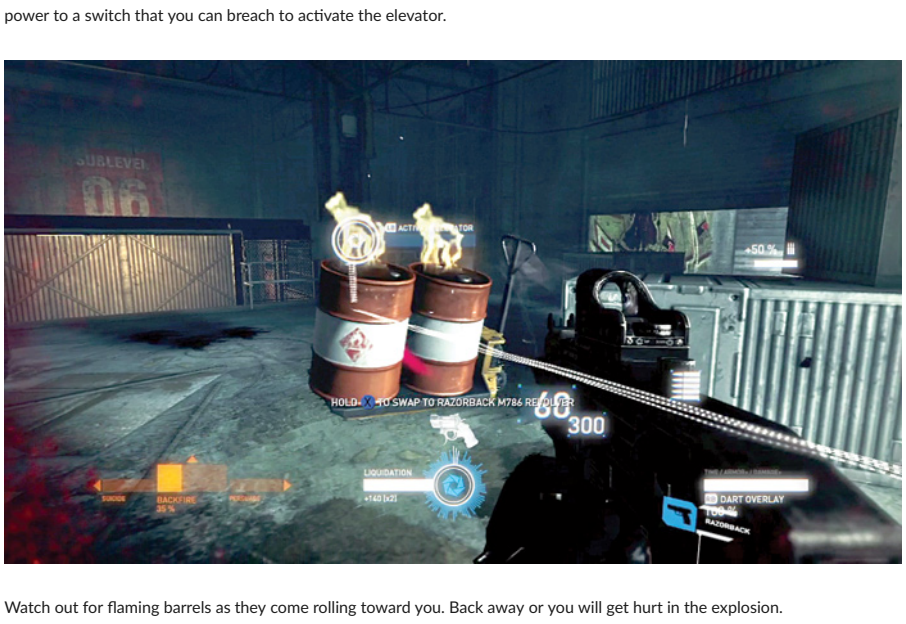
—Resistance graffiti



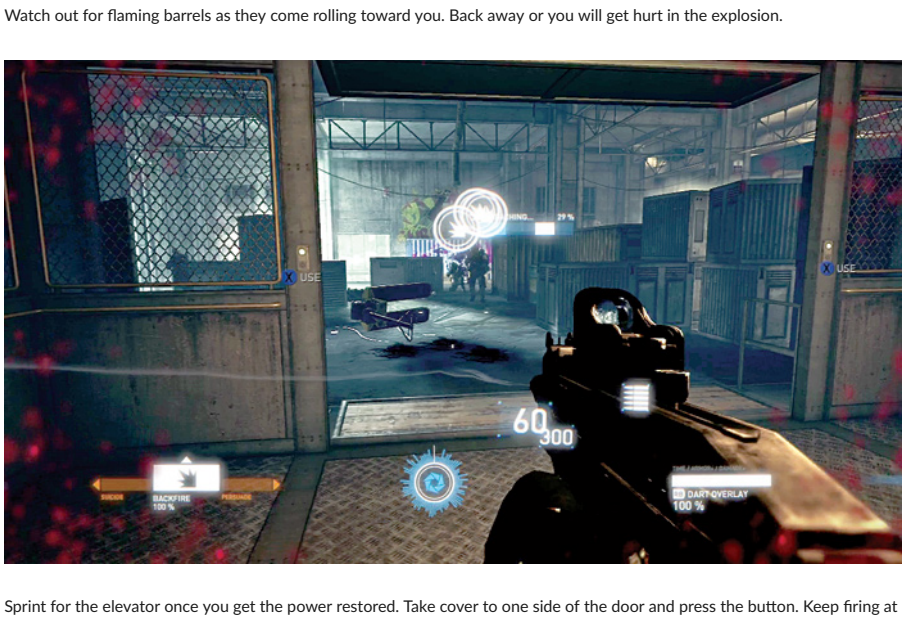
Once the power is on, you need to activate some power modules that carry the power to the elevator. Breach the modules to accomplish this. However, to complicate the process, more enemies have arrived.



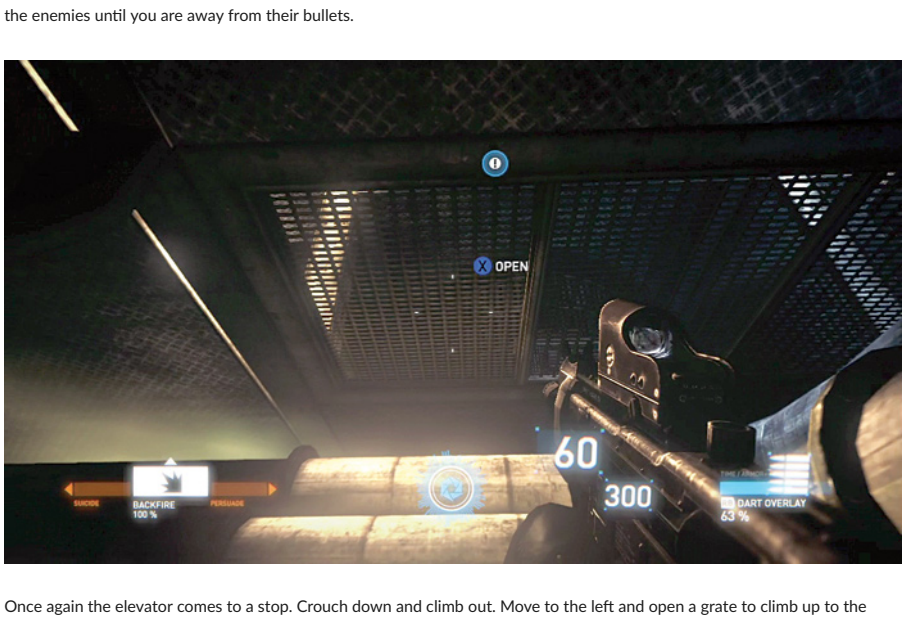
Move out of the control room, rushing from cover to cover, as you engage enemies who are trying to stop you. Follow the power to a switch that you can breach to activate the elevator.



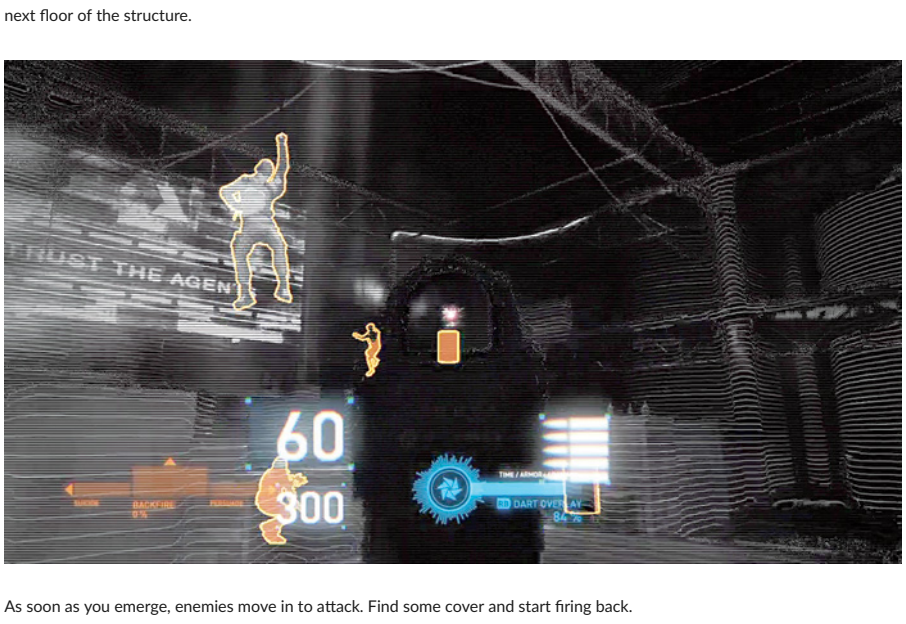
Watch out for flaming barrels as they come rolling toward you. Back away or you will get hurt in the explosion.



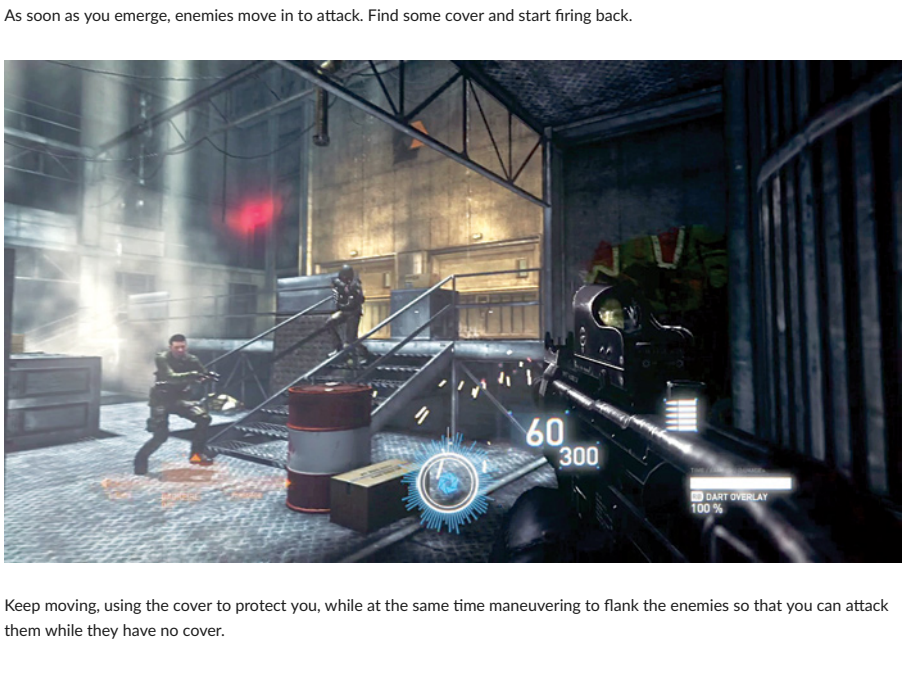
Sprint for the elevator once you get the power restored. Take cover to one side of the door and press the button. Keep firing at the enemies until you are away from their bullets.



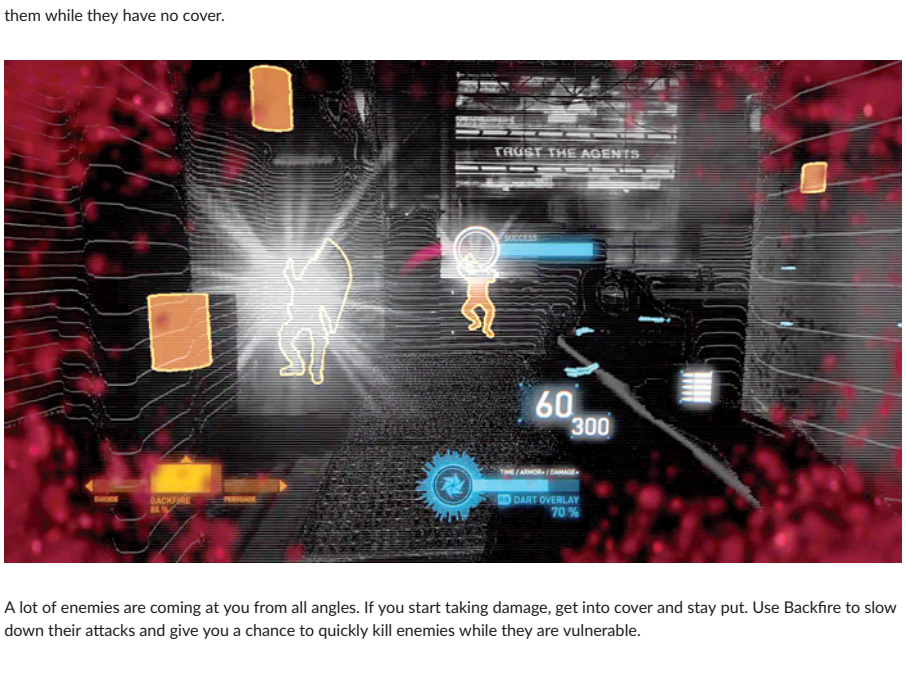
Once again the elevator comes to a stop. Crouch down and climb out. Move to the left and open a grate to climb up to the next floor of the structure.



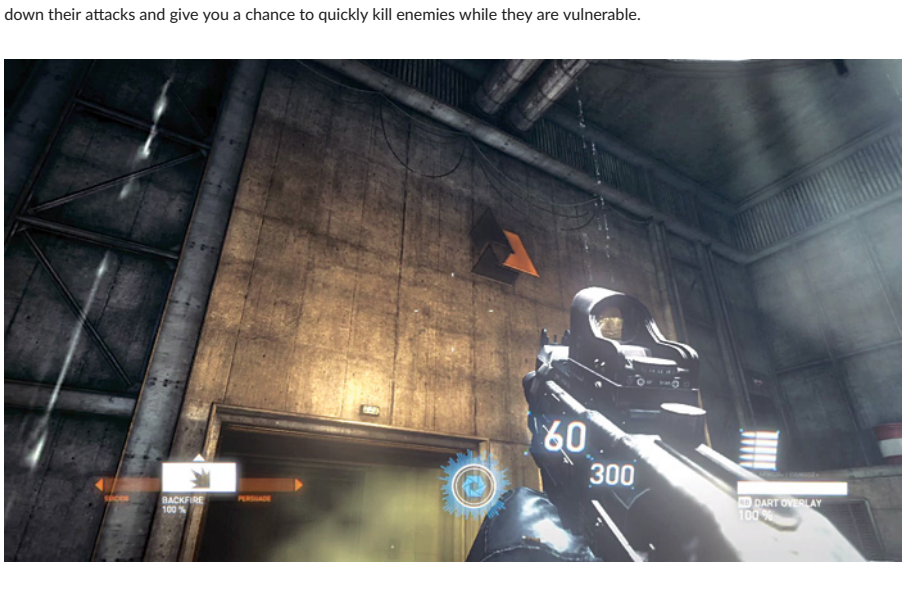
As soon as you emerge, enemies move in to attack. Find some cover and start firing back.

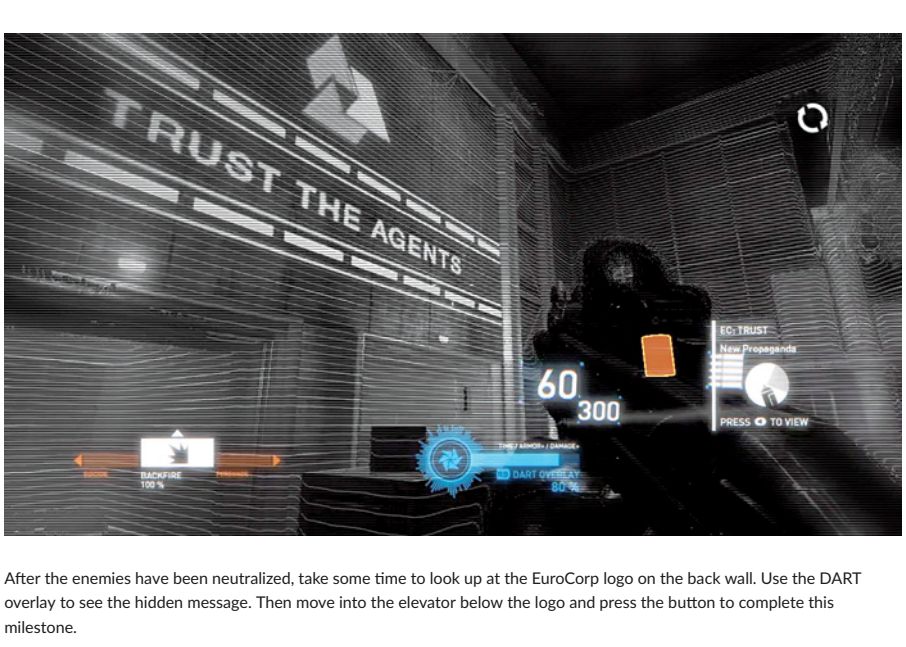


Keep moving, using the cover to protect you, while at the same time maneuvering to flank the enemies so that you can attack them while they have no cover.



A lot of enemies are coming at you from all angles. If you start taking damage, get into cover and stay put. Use Backfire to slow down their attacks and give you a chance to quickly kill enemies while they are vulnerable.





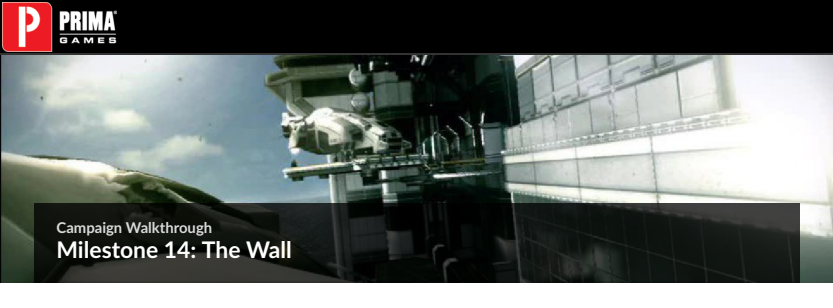
After the enemies have been neutralized, take some time to look up at the EuroCorp logo on the back wall. Use the DART overlay to see the hidden message. Then move into the elevator below the logo and press the button to complete this milestone.

## New Propaganda

**EC:** TRUST

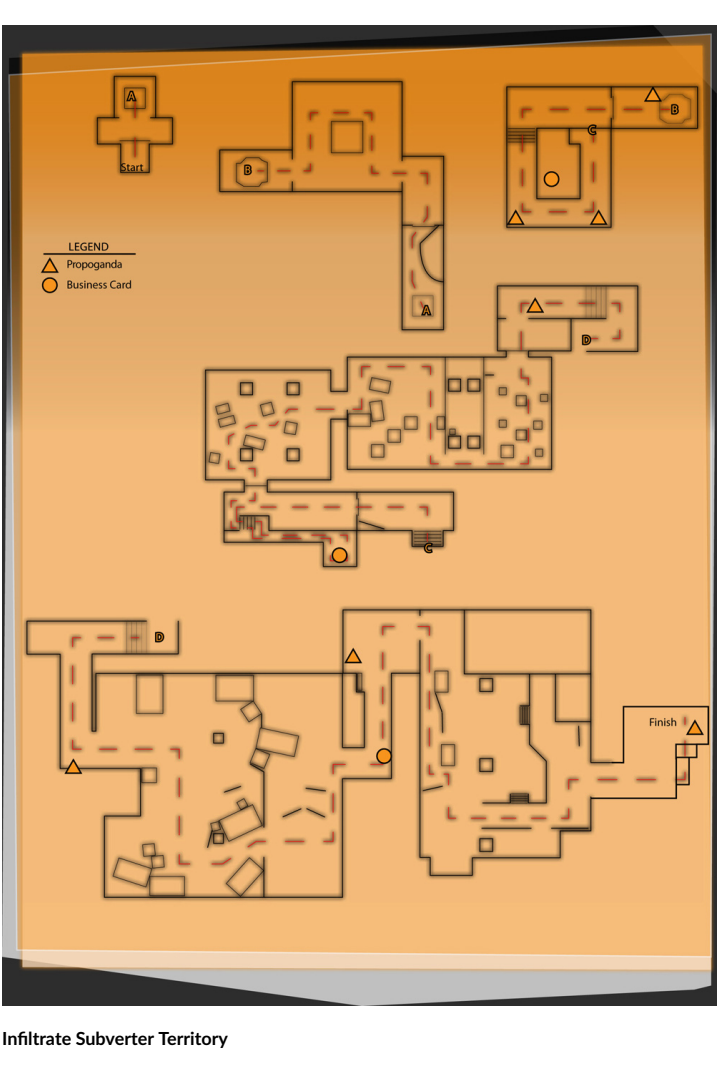
**"TRUST THE AGENTS."**

—EuroCorp

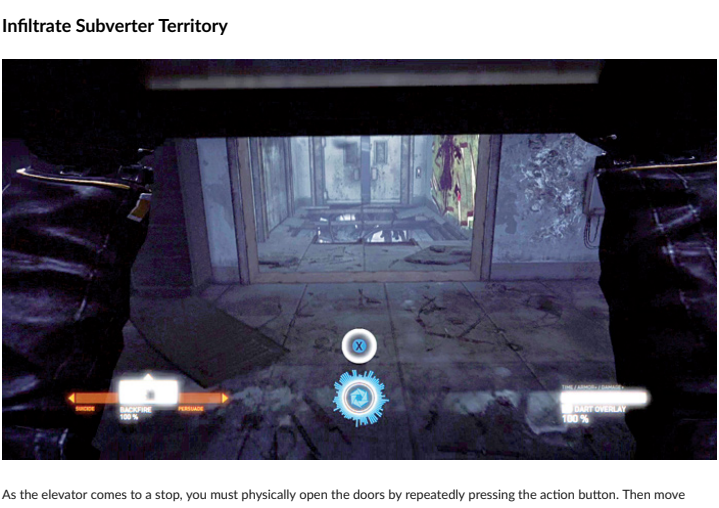


Campaign Walkthrough

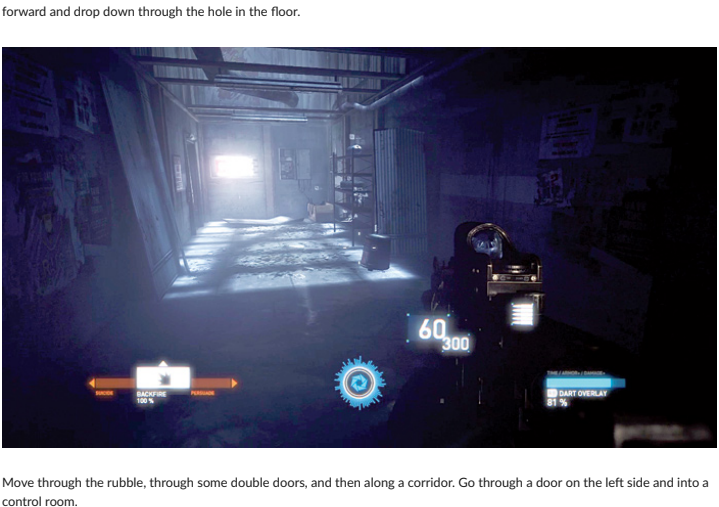
# Milestone 14: The Wall



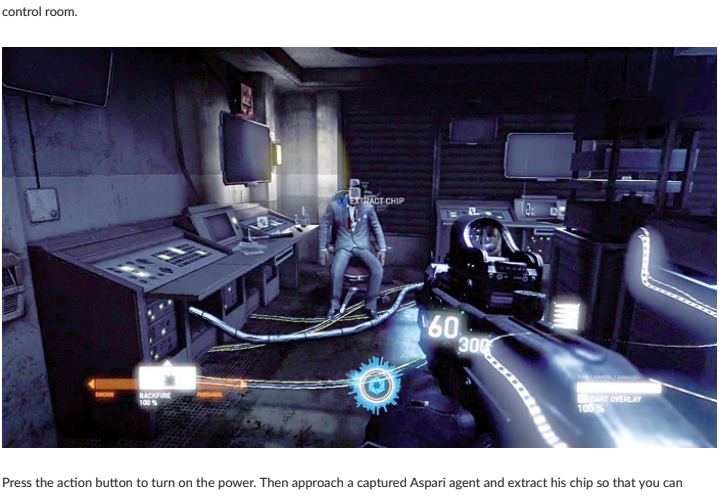
## Infiltrate Subverter Territory



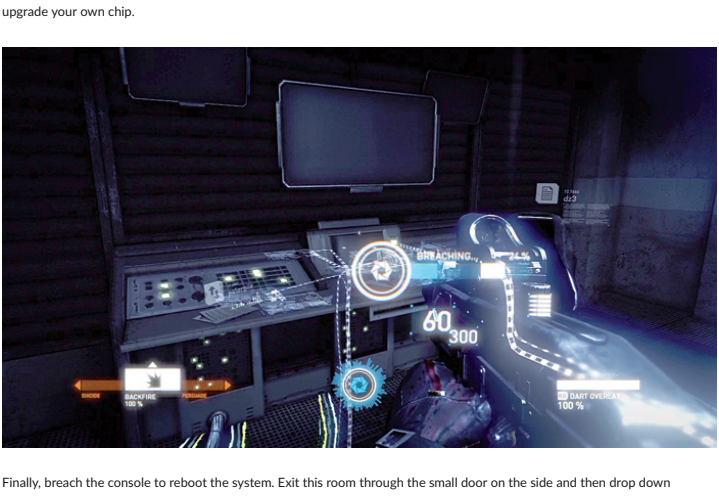
As the elevator comes to a stop, you must physically open the doors by repeatedly pressing the action button. Then move forward and drop down through the hole in the floor.



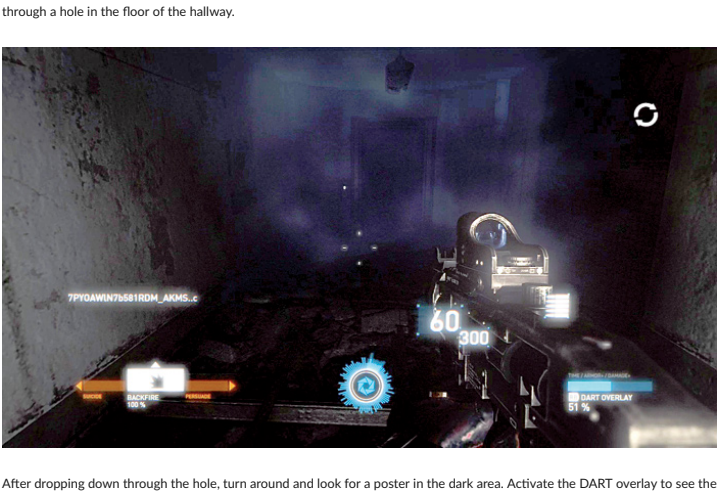
Move through the rubble, through some double doors, and then along a corridor. Go through a door on the left side and into a control room.



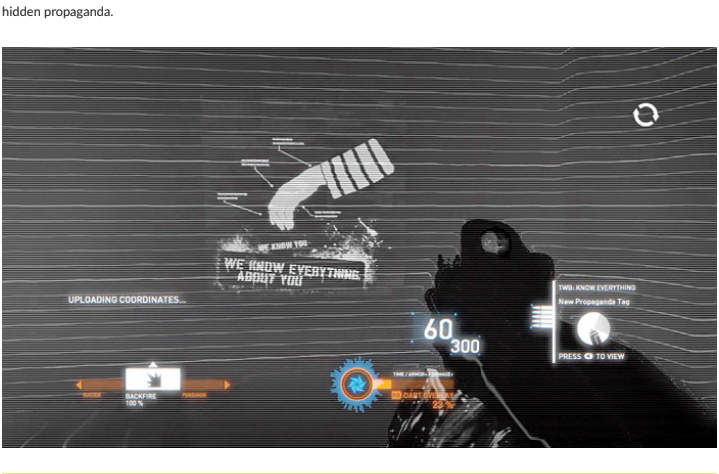
Press the action button to turn on the power. Then approach a captured Aspari agent and extract his chip so that you can upgrade your own chip.



Finally, breach the console to reboot the system. Exit this room through the small door on the side and then drop down through a hole in the floor of the hallway.



After dropping down through the hole, turn around and look for a poster in the dark area. Activate the DART overlay to see the hidden propaganda.



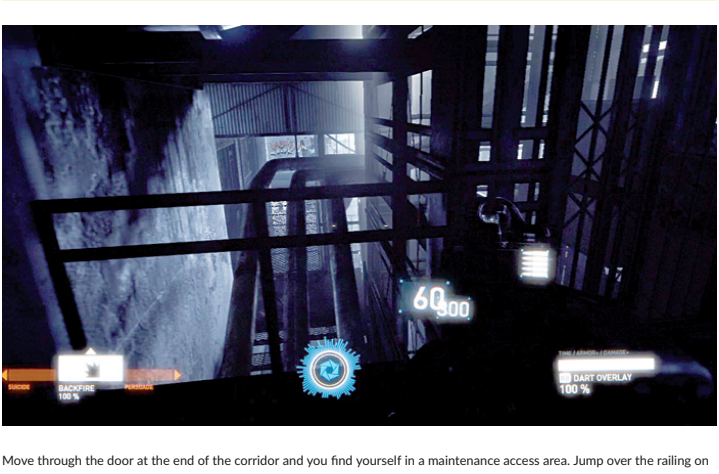
### New Propaganda Tag

**TWB:** KNOW EVERYTHING

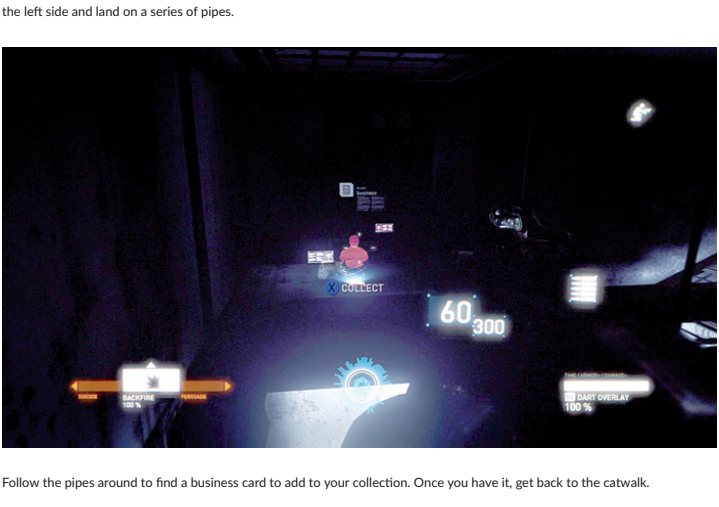
**"We Know You"**

**"WE KNOW EVERYTHING ABOUT YOU"**

—Resistance graffiti



Move through the door at the end of the corridor and you find yourself in a maintenance access area. Jump over the railing on the left side and land on a series of pipes.



Follow the pipes around to find a business card to add to your collection. Once you have it, get back to the catwalk.

### New Personnel Log

**PAUL VISSICK**

**/ PROFILE ENTRY**

**Name:** Paul Vissick
**Age:** 46
**Position:** Development Manager, Experimental Technology Division
**Affiliation:** Novo International (Tao)
**Clearance:** Grade 30

**LOGGED ENTRY**

Holds doctorates in Biotech Engineering, Organic Chemistry and Neuroscience, as well as two Nobel prizes for his research.

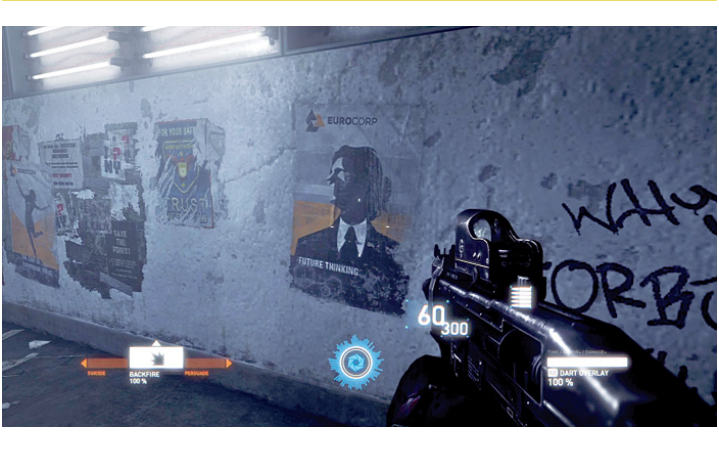
Instrumental in the work on several key patents held by the Tao Syndicate regarding chip technology. Believed to be working on next-generation chip augmentation technology that the Tao hopes will prove to be a paradigm shift, granting them dominating market shares in chip development on the global market.

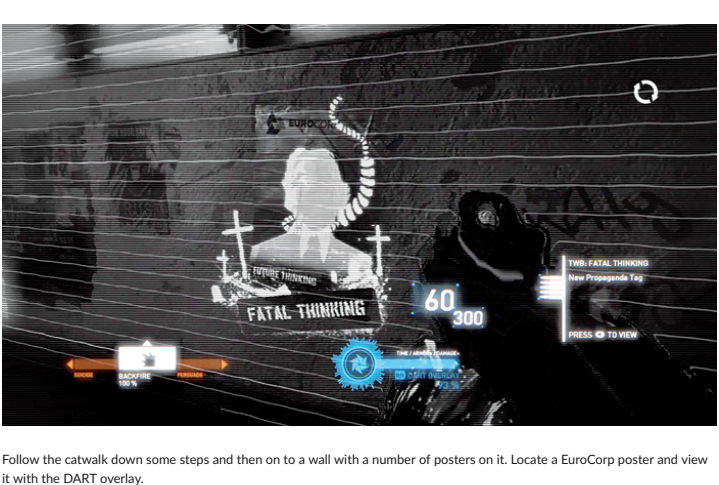
Assumed dead. Disappeared after a terrorist attack at the Hvild Conference Center, during the C3 conference in Reykjavik, Iceland (January 15, 2069).

The Red Horizon Consortium, as per legal contract, has seized all belongings. February 13, 2069, Tao Syndicate was contesting the right to Dr. Vissick's material possessions.

Red Horizon Consortium filed for bankruptcy after three devastating incidents in their offices in Denver and Seattle, as well as their storage facility in Montreal. All stored materials have been reported as lost.

/ end of entry





Follow the catwalk down some steps and then on to a wall with a number of posters on it. Locate a EuroCorp poster and view it with the DART overlay.

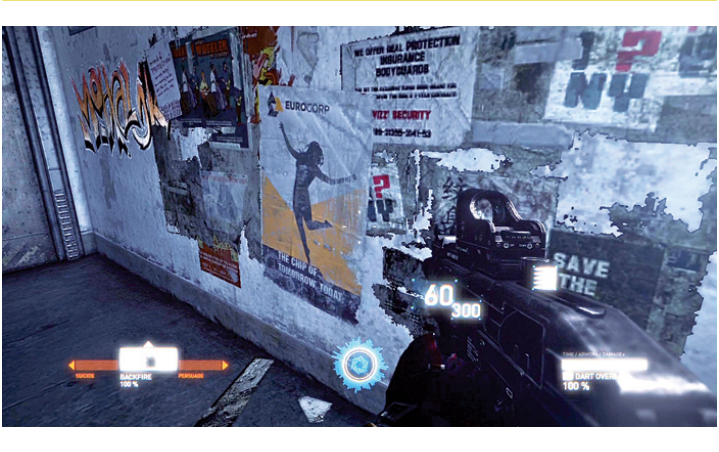
### New Propaganda Tag

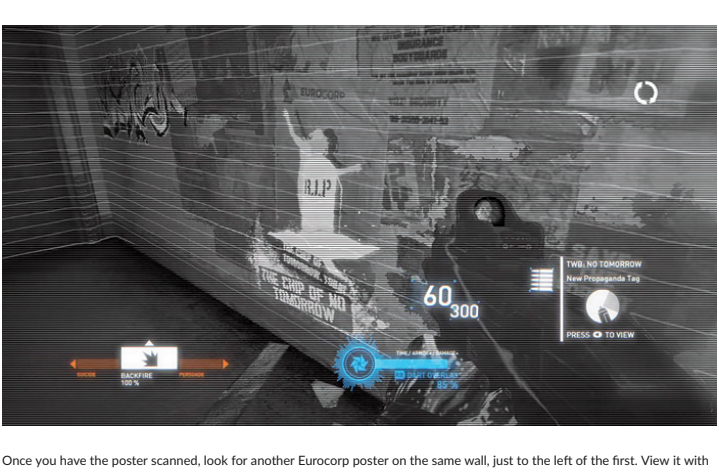
**TWB:** FATAL THINKING

**"Future Thinking"**

**"FATAL THINKING"**

—Resistance graffiti





Once you have the poster scanned, look for another Eurocorp poster on the same wall, just to the left of the first. View it with the overlay to see the hidden propaganda.

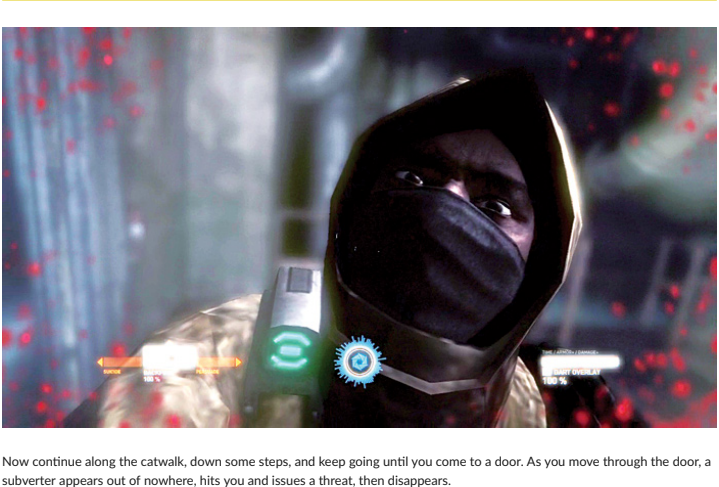
### New Propaganda Tag

**TWB:** NO TOMORROW

**"The Chip of Tomorrow, Today"**

**"THE CHIP OF NO TOMORROW"**

—Resistance graffiti



Now continue along the catwalk, down some steps, and keep going until you come to a door. As you move through the door, a subverter appears out of nowhere, hits you and issues a threat, then disappears.

### New Threat Profile

**THREAT:** SPECTER

**/ THREAT ANALYSIS**

**Type:** "Specter" Infantry Armor
**Feature:** Portable diffraction field generator for cloaked combat
**Manufacturer:** Sanchez-Klein Industries (Cayman Global)

**TACTICAL SUMMARY**

Generates a cloak field, making carrier practically invisible.

DART tactical overlay can track Specter armor for a limited time, before generator scrambles the output.

Unable to breach control processors of generator field, but suit can only support light armor and is easily eliminated, once discovered.

**INTEL FEED**

The "Specter GCL" is an experimental infantry combat cloaking system developed for Cayman Global by Sanchez-Klein industries.

After successfully creating diffraction field plating for the armored Rapiña gunships in 2066, Command has demanded an infantry implementation within four years.

Recruitment of renowned Tao scientist Tanya Wai, professor in Photonics and creator of the Opto-fiber Kevlar, led to a breakthrough in the GCL program.

The Specter GCL was constructed to deploy a Broad Spectrum Hibbs-Mandel Diffraction Field around the user, creating practical invisibility in the ninety to ninety-five percent range—though in all probability, such a field would be susceptible to both electromagnetic pulse effects and chip-assisted vision.

In December 2068, the first "Specter" prototype armor was used during an Executive extraction in Saõ Paulo.

Two prototypes have been lost during a second field test in February 2069, inside EuroCorp territory.

If they have found their way to any level 5 research facility, we should expect to see the emergence of this technology, in crude and limited forms, in the near future.

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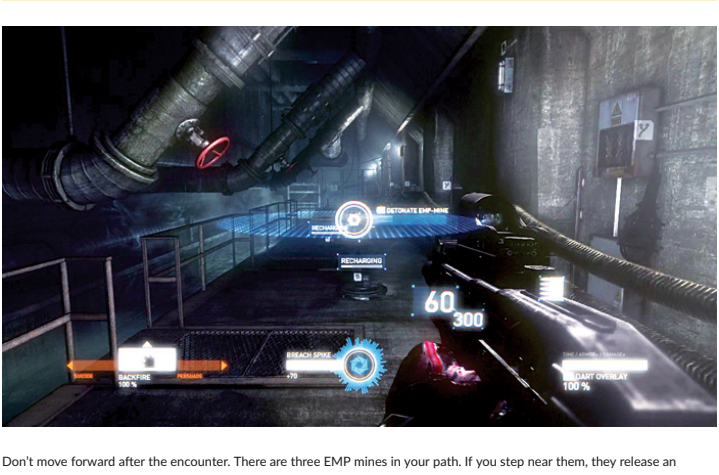

Don't move forward after the encounter. There are three EMP mines in your path. If you step near them, they release an electromagnetic pulse that temporarily disables your DART.

However, you can set them off from a distance by breaching each mine to detonate it. Then quickly move past them while they are recharging. You can't destroy them and once they are recharged, must be detonated again if you need to get past them.

### EMP MINE

**/ PRODUCT SUMMARY**

**Model:** Electromagnetic Pulse Mine
**Manufacturer:** (multiple)
**Projectile:** Electromagnetic Pulse and Uranium Flechettes
**Weight:** 45 oz (1300 g)

**TACTICAL SUMMARY**

**Effect:** Damage radius is 4.5 m and priming distance is 1 m. The pop-up explosive EMP is recharged between each use.
**Breaching:** Breaching the main control chip will interfere with the SEES, activating the mine prematurely.

**INTEL FEED**

The ED50-M EMP mine was a redevelopment of the EDF40 grenade in order to counter augmented assets and Agents more effectively.

It has a similar functionality to a fragmentation grenade, with added uranium flechettes for low armor targets, merged with EMP damage. The main purpose is to disable any chip-controlled defense systems before dealing critical damage.

The electromagnetic pulse emitted by the mine disrupts chip functionality and other electrical functions within the area of effect, and can interfere with, or disable enhanced abilities of any affected Agent for a short time.

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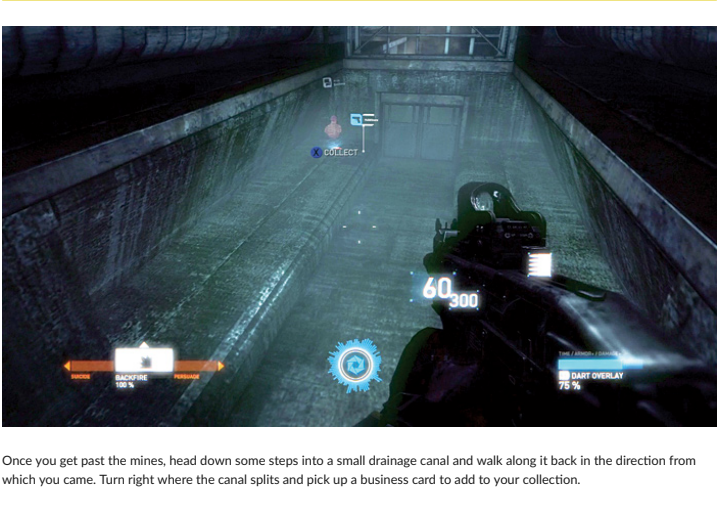


Once you get past the mines, head down some steps into a small drainage canal and walk along it back in the direction from which you came. Turn right where the canal splits and pick up a business card to add to your collection.

### New Personnel Log

**FRANKIE STENTON**

**/ PROFILE ENTRY**

**Name:** Frankie "The Mole" Stenton
**Age:** 35
**Position:** Sewage Engineer
**Affiliation:** Clean Streets Inc. (EuroCorp)
**Clearance:** Grade 2

**LOGGED ENTRY**

**/ Utopia.profiling_decoded:** diary_Al7833356

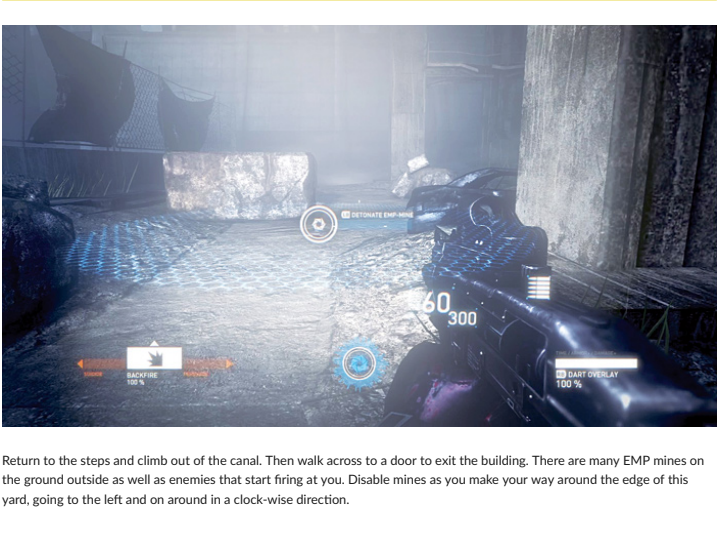
**03/15/2069:** Lost one of the guys today. Thomas got a job down in the canals, fixing the backed-up pumps, but never came to the debrief. I swear, it's those albino crocs I hear everyone talking about. Haven't seen one yet, but I told Gino and Jake about it, and they just cracked up. I'll show those ignorant shitheads.

**03/29/2069:** Bailed out Jake, again. This is the third time they're about to fire him, and after smashing up the bar it looked like Nigel was about to shoot him on the spot. So I got Nigel to rehire him and paid the bills, but Jake still had the guts to ask me to front him some cash when we left. He lives in the basement! What the hell does he spend his damn money on?!

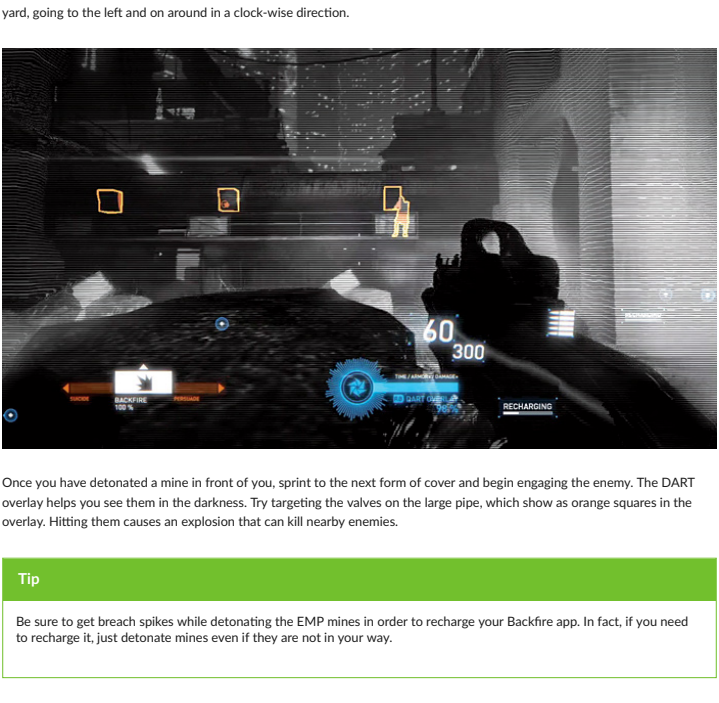
**04/02/2069:** I worked down in the spillwater tanks beneath the wall today, cleaning out the sensor chips. Was fixing up a GS1 chip when something brushed past my legs! I swear, it's one of those nasty crocks! That's it, I'm gonna get me some protection. Ain't going down there unarmed anymore.

**04/12/2069:** That stupid ass Gino called me, again. I haven't heard from him since that bar round a few weeks back, but now, when someone is breathing down his neck, then I'm the go-to guy. Well, I ain't helping him for nothing. I got his old Razorback from the Soho days in exchange for a one-way trip out of Manhattan. I'll put this gun to good use down in the pipes. Those white nasties are gonna get one between the eyes if they start messing with me!

/ end of entry



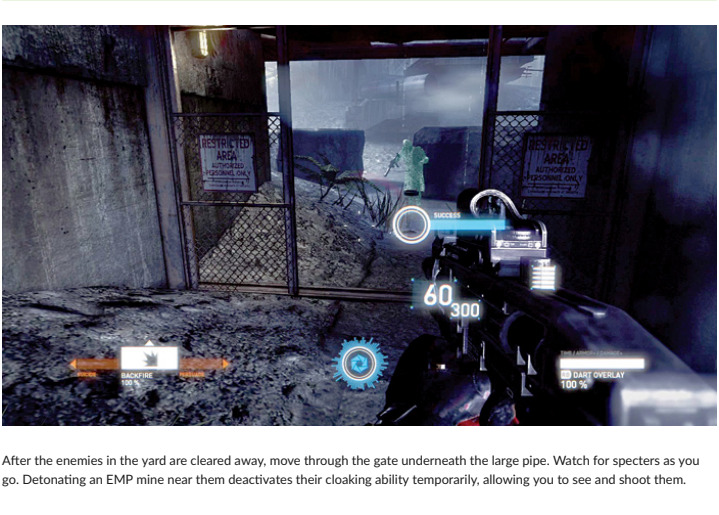
Return to the steps and climb out of the canal. Then walk across to a door to exit the building. There are many EMP mines on the ground outside as well as enemies that start firing at you. Disable mines as you make your way around the edge of this yard, going to the left and on around in a clock-wise direction.



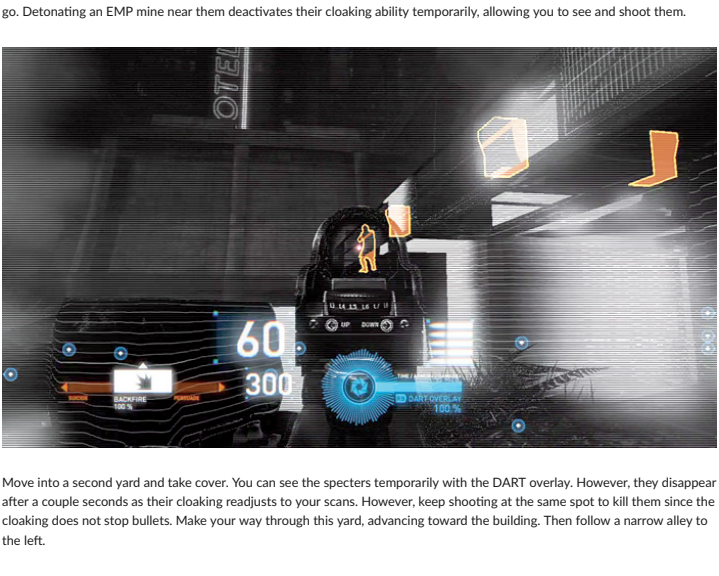
Once you have detonated a mine in front of you, sprint to the next form of cover and begin engaging the enemy. The DART overlay helps you see them in the darkness. Try targeting the valves on the large pipe, which show as orange squares in the overlay. Hitting them causes an explosion that can kill nearby enemies.

### Tip

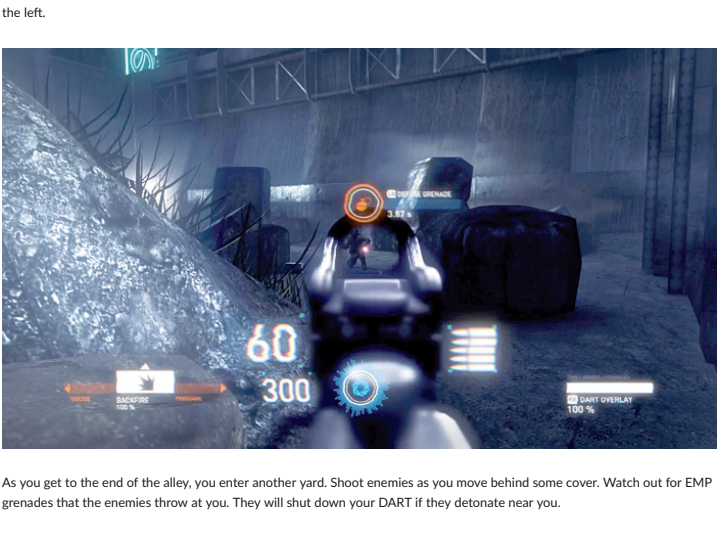
Be sure to get breach spikes while detonating the EMP mines in order to recharge your Backfire app. In fact, if you need to recharge it, just detonate mines even if they are not in your way.



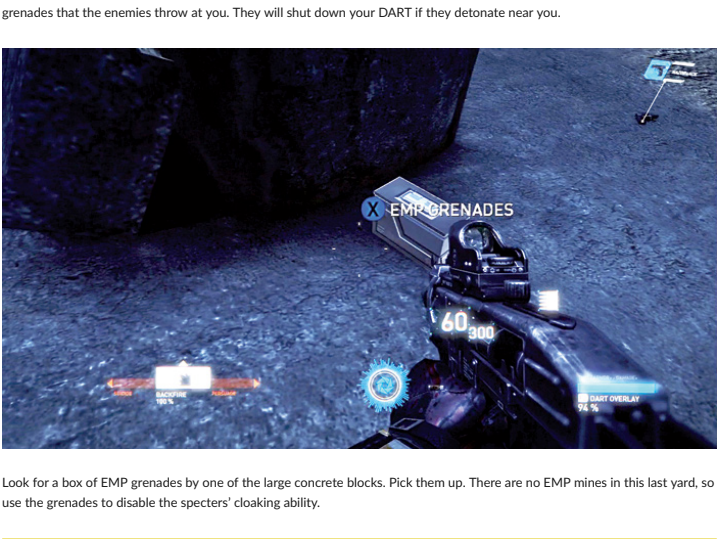
After the enemies in the yard are cleared away, move through the gate underneath the large pipe. Watch for specters as you go. Detonating an EMP mine near them deactivates their cloaking ability temporarily, allowing you to see and shoot them.



Move into a second yard and take cover. You can see the specters temporarily with the DART overlay. However, they disappear after a couple seconds as their cloaking readjusts to your scans. However, keep shooting at the same spot to kill them since the cloaking does not stop bullets. Make your way through this yard, advancing toward the building. Then follow a narrow alley to the left.

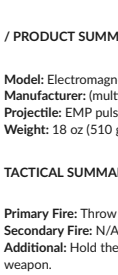


As you get to the end of the alley, you enter another yard. Shoot enemies as you move behind some cover. Watch out for EMP grenades that the enemies throw at you. They will shut down your DART if they detonate near you.



Look for a box of EMP grenades by one of the large concrete blocks. Pick them up. There are no EMP mines in this last yard, so use the grenades to disable the specters' cloaking ability.

### EMP GRENADE



**/ PRODUCT SUMMARY**

**Model:** Electromagnetic Pulse Grenade
**Manufacturer:** (multiple)
**Projectile:** EMP pulse
**Weight:** 18 oz (510 g)

**TACTICAL SUMMARY**

**Primary Fire:** Throw single grenade (when cooked).
**Secondary Fire:** N/A
**Additional:** Hold the switch weapon button to equip grenade. Tap the switch weapon button to return to previous weapon.
**Breaching:** Primed EMP grenades use inferior chips, enabling Agents to perform an almost instant breach when attacked.
**Chip Control:** It also enables the DART 6 chip to bypass the electronic fuse, automatically triggering the EMP effect on impact.

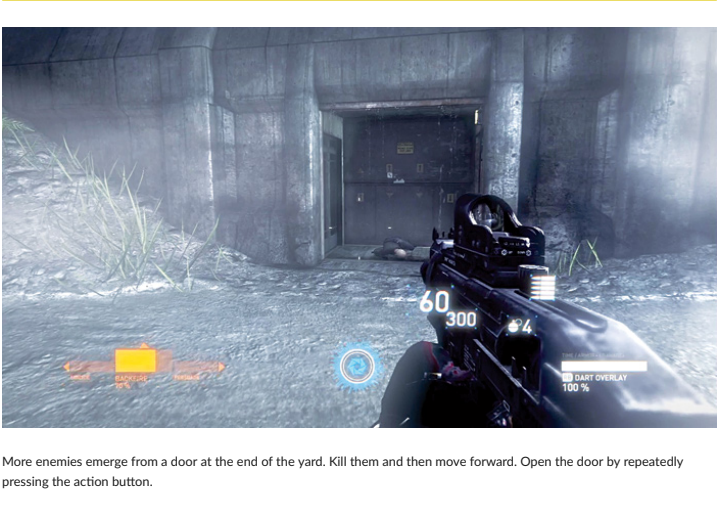
**INTEL FEED**

The EDF40 EMP (Electromagnetic Pulse) grenade was designed to disable electronic surveillance. The latest version uses a modified SEES so that the grenade only triggers on electronics and Agents.

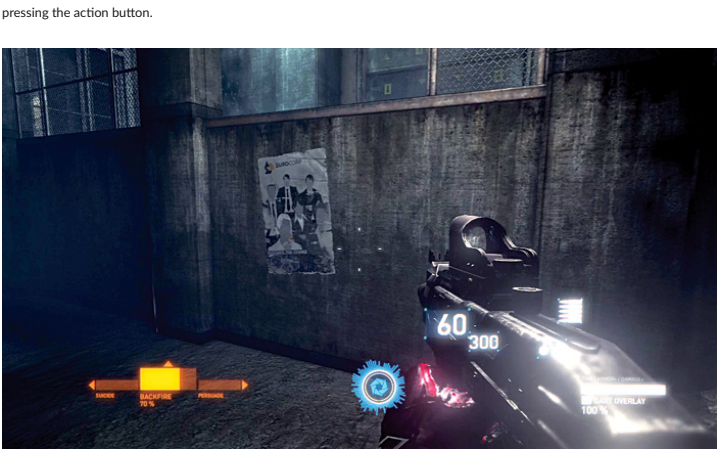
The electromagnetic pulse emitted by the grenade disrupts chip functionality and other electrical functions within the area of effect, and can interfere with or disable abilities of any affected Agent for a short time.

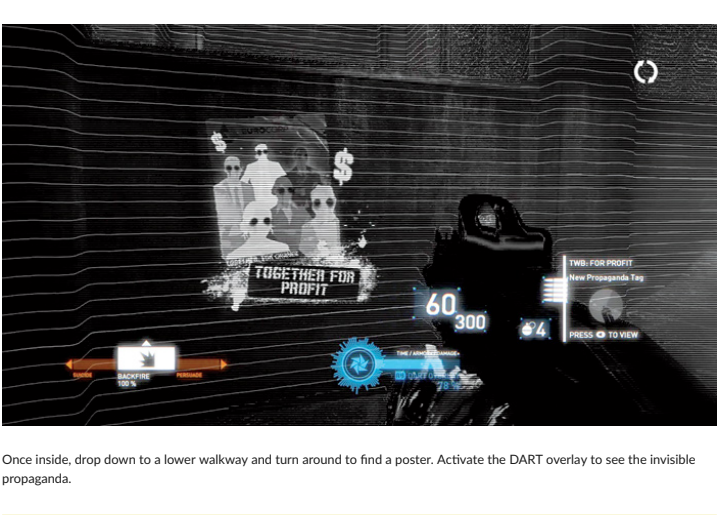
Use of the EDF40 is becoming more widespread amongst the Downzone resistance, making Agent operations in the Downzone more problematic.

/ end of entry



More enemies emerge from a door at the end of the yard. Kill them and then move forward. Open the door by repeatedly pressing the action button.





Once inside, drop down to a lower walkway and turn around to find a poster. Activate the DART overlay to see the invisible propaganda.

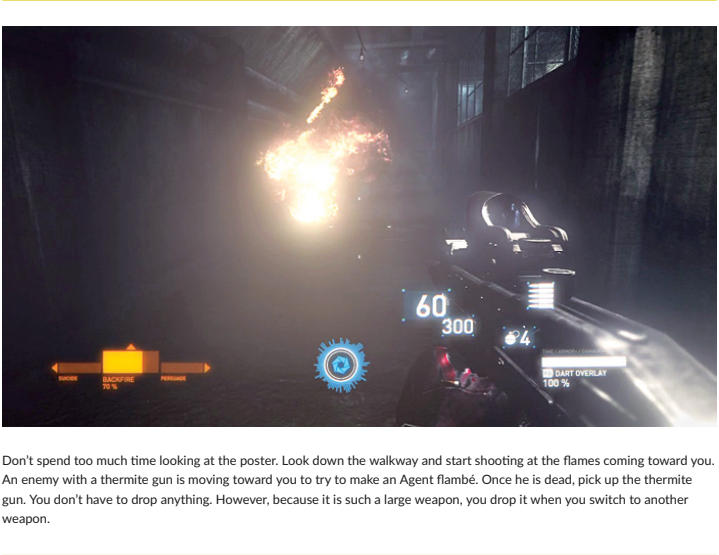
### New Propaganda Tag

**TWB:** FOR PROFIT

"Together, for Change"

"TOGETHER, FOR PROFIT"

—Resistance graffiti



Don't spend too much time looking at the poster. Look down the walkway and start shooting at the flames coming toward you. An enemy with a thermite gun is moving toward you to try to make an Agent flambé. Once he is dead, pick up the thermite gun. You don't have to drop anything. However, because it is such a large weapon, you drop it when you switch to another weapon.

### THERMITE GUN

**/ PRODUCT SUMMARY**

**Model:** LTB Thermite
**Manufacturer:** Rommelin Manufacture/Accelle-Sys Industries (EuroCorp)
**Projectile:** TH3 (cont)
**Weight:** 75 lb (34 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Continuous fire, flammable liquid
**Secondary Fire:** N/A

**INTEL FEED**

Developed in 2015 by Tunisian-based Rommelin Manufacture to stand against the public riots on corporate facilities in North Africa. Primary customer was Kader Industrieen.

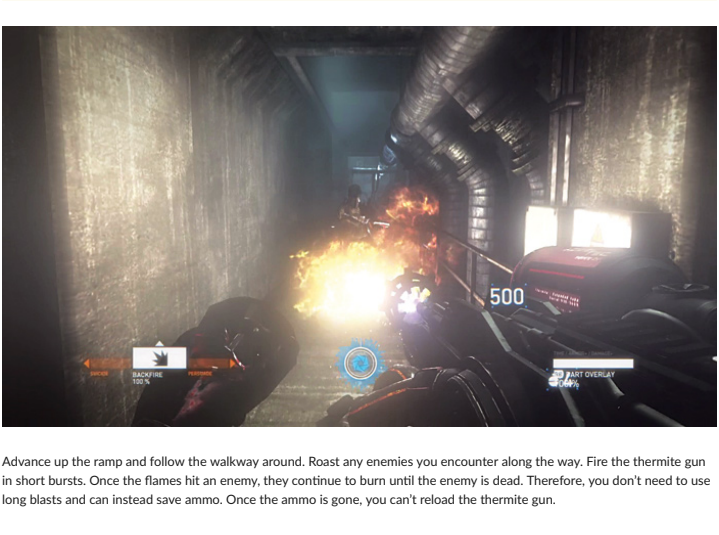
As the region came under EuroCorp control, Rommelin came close to bankruptcy, but was instead incorporated into the product portfolio of Accelle-Sys Industries, transferring all patents and designs.

The LTB Thermite Gun was a popular portable crowd-control instrument, used by military infantry worldwide, as an incendiary anti-personnel weapon.

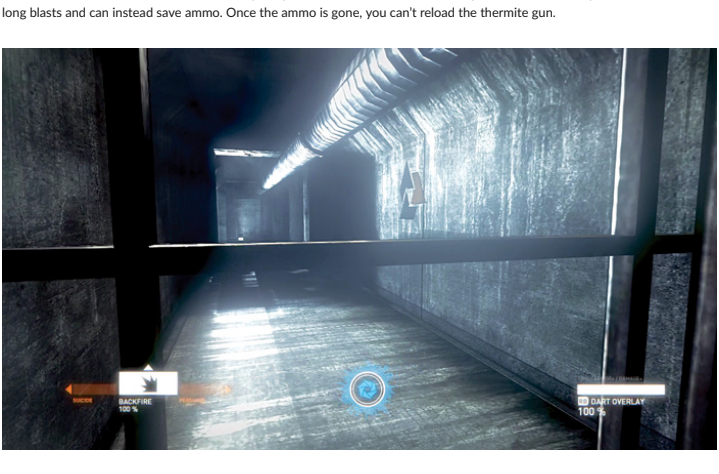
It carries Thermate-TH3 ammunition and has a maximum munitions canister load of 5 liters. Burning with an intense flame that eats through metal with time, the gun is feared for the long-term effects caused even by minute exposure to the searing liquefied metal it spews out.

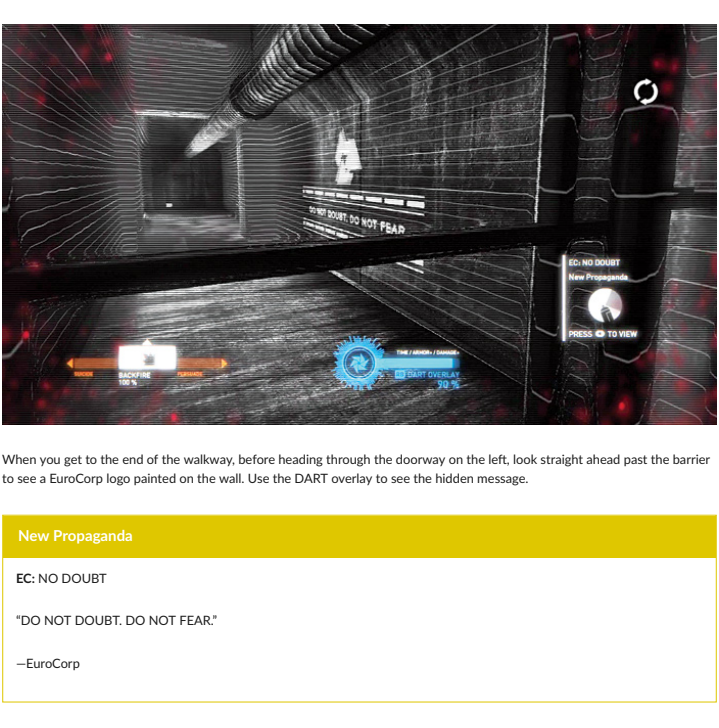
The production line was discontinued in 2055, but reports have indicated ongoing research.

/ end of entry



Advance up the ramp and follow the walkway around. Roast any enemies you encounter along the way. Fire the thermite gun in short bursts. Once the flames hit an enemy, they continue to burn until the enemy is dead. Therefore, you don't need to use long blasts and can instead save ammo. Once the ammo is gone, you can't reload the thermite gun.





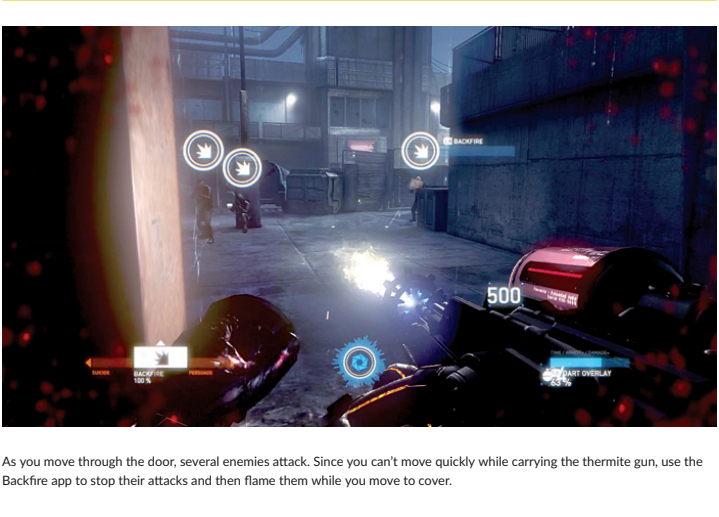
When you get to the end of the walkway, before heading through the doorway on the left, look straight ahead past the barrier to see a EuroCorp logo painted on the wall. Use the DART overlay to see the hidden message.

### New Propaganda

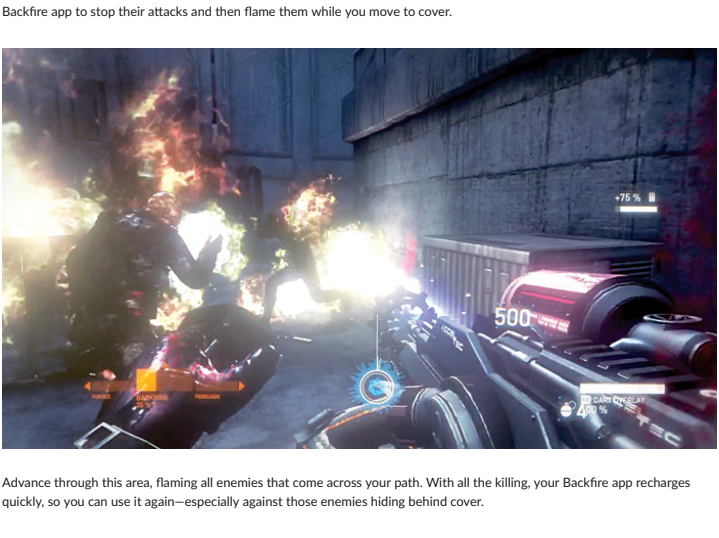
**EC:** NO DOUBT

"DO NOT DOUBT. DO NOT FEAR."

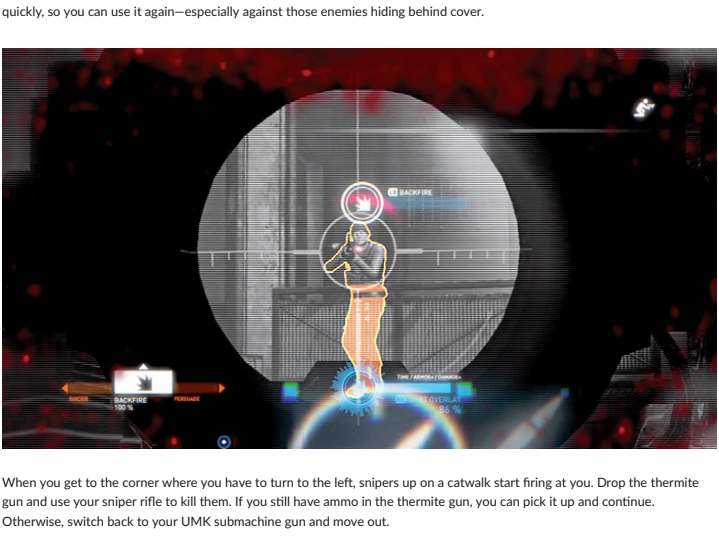
—EuroCorp



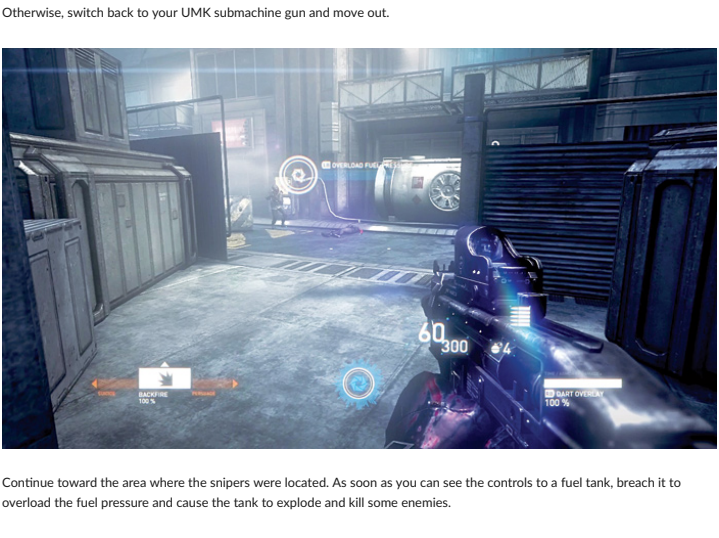
As you move through the door, several enemies attack. Since you can't move quickly while carrying the thermite gun, use the Backfire app to stop their attacks and then flame them while you move to cover.



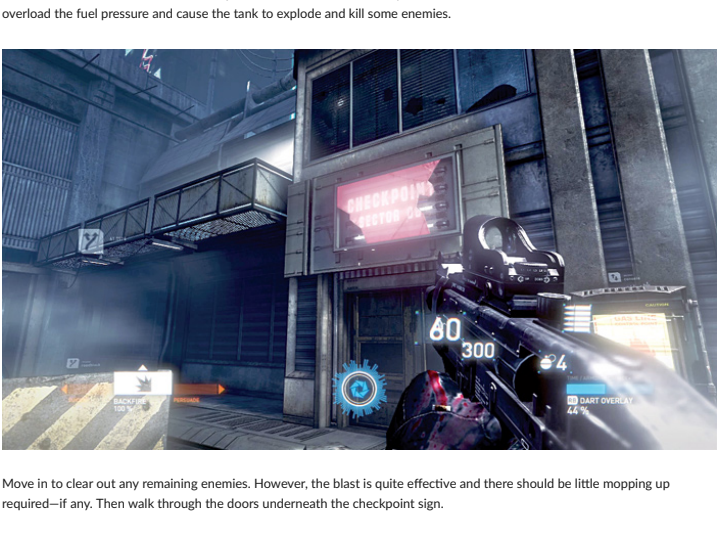
Advance through this area, flaming all enemies that come across your path. With all the killing, your Backfire app recharges quickly, so you can use it again—especially against those enemies hiding behind cover.



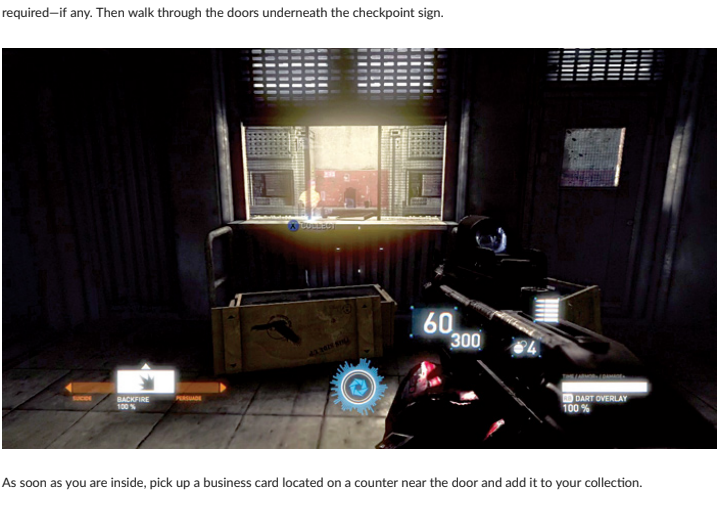
When you get to the corner where you have to turn to the left, snipers up on a catwalk start firing at you. Drop the thermite gun and use your sniper rifle to kill them. If you still have ammo in the thermite gun, you can pick it up and continue. Otherwise, switch back to your UMK submachine gun and move out.



Continue toward the area where the snipers were located. As soon as you can see the controls to a fuel tank, breach it to overload the fuel pressure and cause the tank to explode and kill some enemies.



Move in to clear out any remaining enemies. However, the blast is quite effective and there should be little mopping up required—if any. Then walk through the doors underneath the checkpoint sign.



As soon as you are inside, pick up a business card located on a counter near the door and add it to your collection.

### New Personnel Log

**THOMAS MORRIS**

**/ PROFILE ENTRY**

**Name:** Thomas L. Morris
**Age:** 54
**Position:** Unemployed, (former Sewage Engineer)
**Affiliation:** N/A, former: Clean Streets Inc. (EuroCorp)
**Clearance:** Grade 0

**LOGGED ENTRY**

**/ EC_NYPD.report_0113521:** robbery/murder

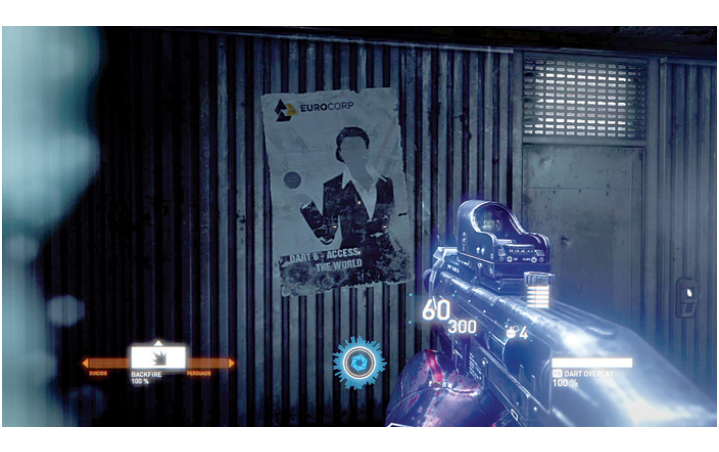
The suspect entered the Seabury National Bank at approximately 13:47 wearing a grey trench coat and armed with a partly concealed sawed-off shotgun. After waiting in line for almost twenty minutes, he identified himself to the bank teller as a EuroCorp Agent and demanded immediate access to the main vaults for the purposes of a "routine audit."

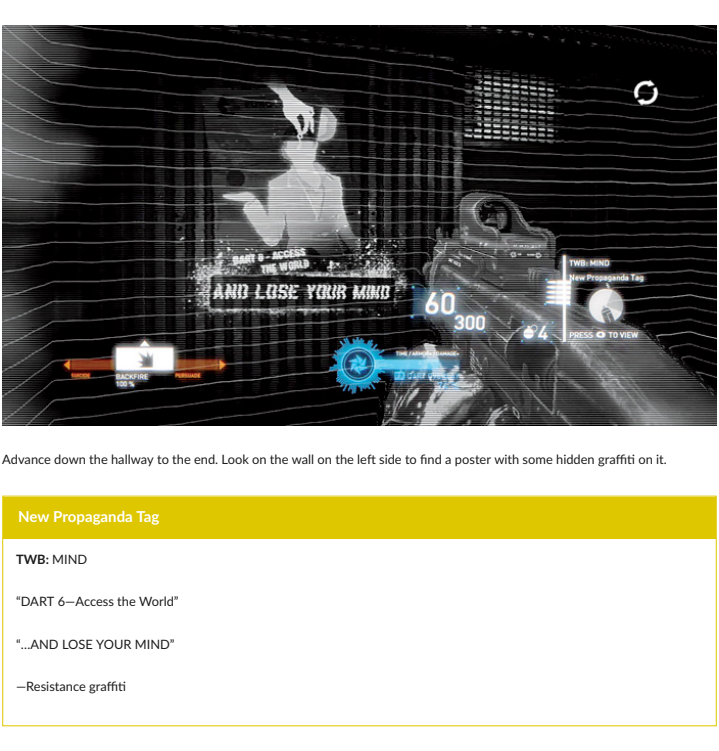
The bank teller triggered the silent alarm and the suspect was confronted by one of the bank's security guards. Upon this, he discharged his shotgun twice, killing both the teller and the guard, and seriously wounding a nearby customer.

He then fled the scene but was apprehended, after a brief chase, thirteen minutes later by enforcers from EuroCorp NY Police Department.

The suspect was later identified as Thomas L. Morris, a former construction worker and current Downzone resident.

/ end of entry





Advance down the hallway to the end. Look on the wall on the left side to find a poster with some hidden graffiti on it.

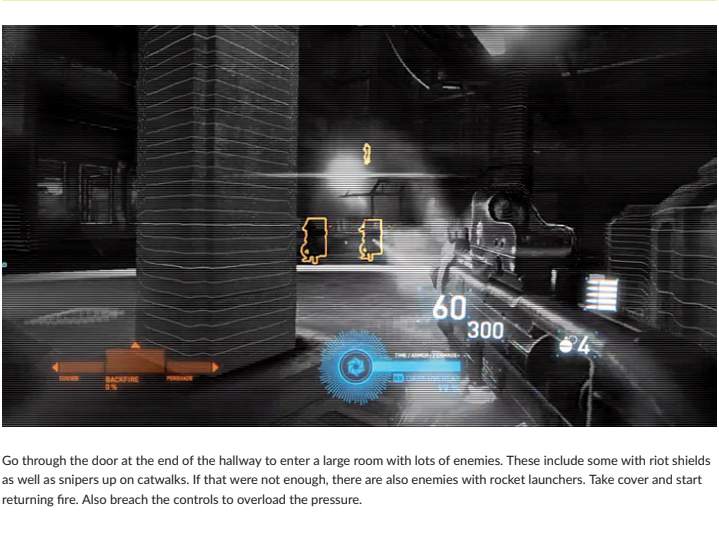
### New Propaganda Tag

**TWB:** MIND

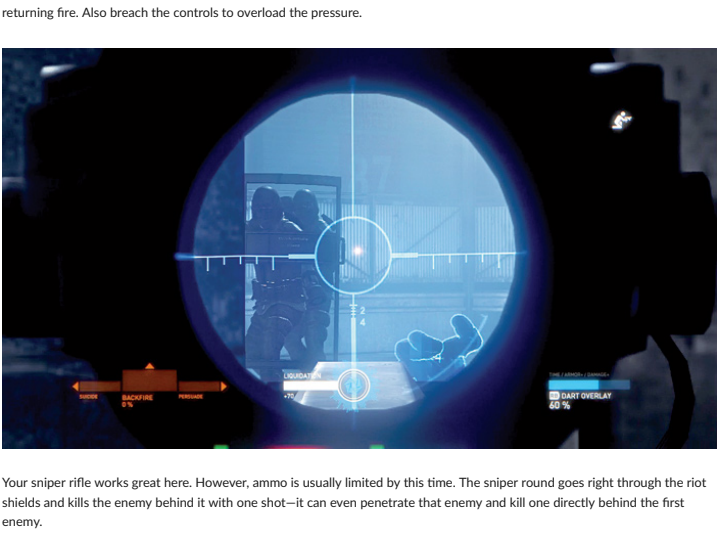
"DART 6—Access the World"

"...AND LOSE YOUR MIND"

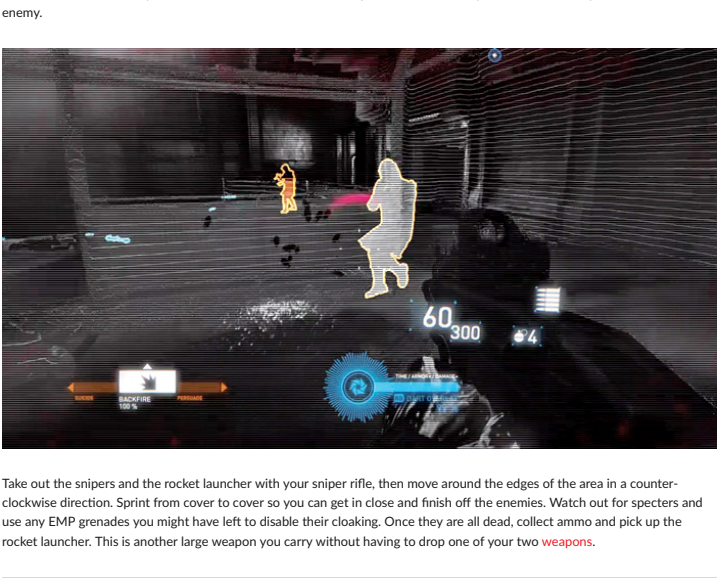
—Resistance graffiti



Go through the door at the end of the hallway to enter a large room with lots of enemies. These include some with riot shields as well as snipers up on catwalks. If that were not enough, there are also enemies with rocket launchers. Take cover and start returning fire. Also breach the controls to overload the pressure.

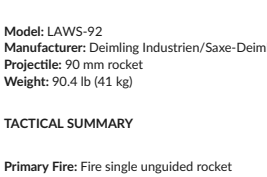


Your sniper rifle works great here. However, ammo is usually limited by this time. The sniper round goes right through the riot shields and kills the enemy behind it with one shot—it can even penetrate that enemy and kill one directly behind the first enemy.



Take out the snipers and the rocket launcher with your sniper rifle, then move around the edges of the area in a counter-clockwise direction. Sprint from cover to cover so you can get in close and finish off the enemies. Watch out for specters and use any EMP grenades you might have left to disable their cloaking. Once they are all dead, collect ammo and pick up the rocket launcher. This is another large weapon you carry without having to drop one of your two weapons.

### LAWS-92



**/ PRODUCT SUMMARY**

**Model:** LAWS-92
**Manufacturer:** Deimling Industrien/Saxe-Deimling (non-aligned)
**Projectile:** 90 mm rocket
**Weight:** 90.4 lb (41 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Fire single unguided rocket
**Secondary Fire:** N/A
**Additional:** Tap the fire button while in flight to split rocket into sub-munitions, eliminating targets at the rocket's current position.

**INTEL FEED**

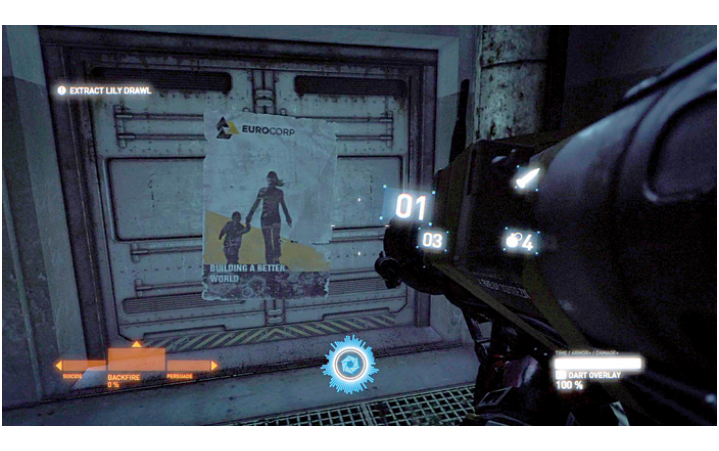
First rumored release from Deimling Industrien in 2018, but delayed for full market release until 2022, due to a patent-infringement lawsuit from Scandinavian weapon manufacturer Belfors Systems.

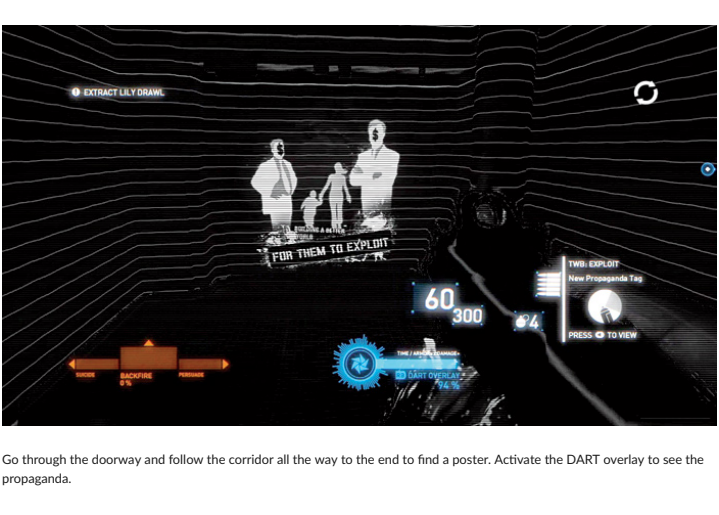
The LAWS-92 rocket launcher is a portable shoulder-launched anti-armor weapon that fires unguided 92 mm rockets. It has become a common black market commodity, adopted by Downzone terrorists as anti-Agent ordnance; as the rockets don't have non-chip electronics, they are immune to any chip counterattack.

This has proven a far bigger problem than the Syndicates had ever anticipated, as Agents are unable to breach the primitive rockets.

While the rocket is in flight, the operator is able to send a radio signal to cause the rocket to split into four explosive sub-munitions. This carpet-bombing allows the operator to inflict damage over a much wider area, but with greatly reduced accuracy.

/ end of entry





Go through the doorway and follow the corridor all the way to the end to find a poster. Activate the DART overlay to see the propaganda.

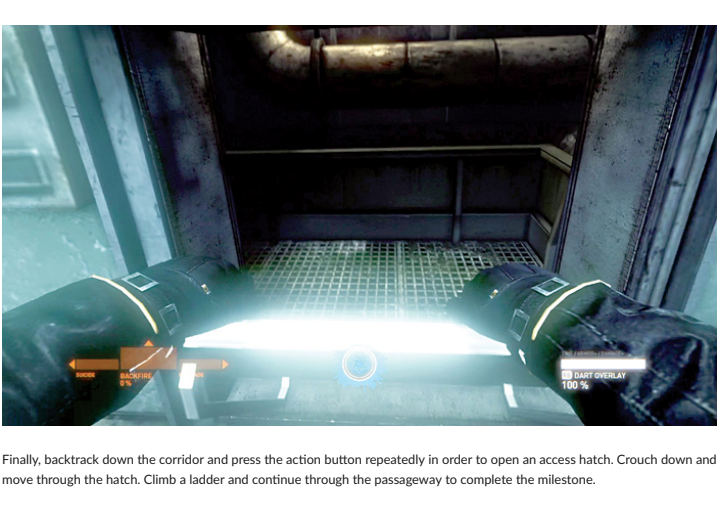
### New Propaganda Tag

**TWB:** EXPLOIT

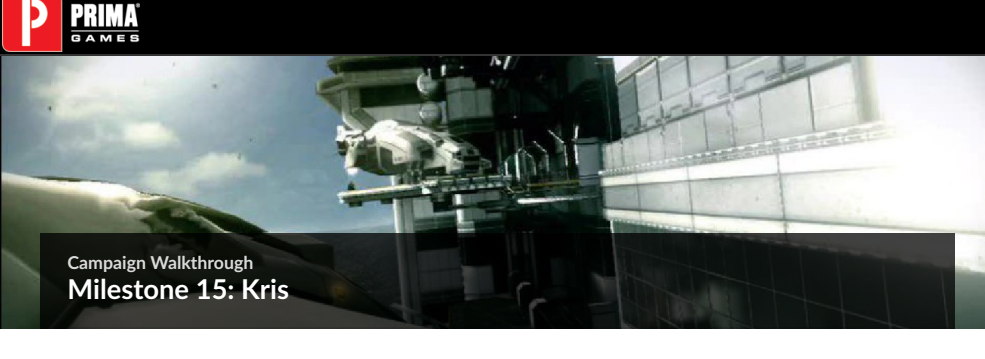
"Building a Better World"

"... FOR THEM TO EXPLOIT"

—Resistance graffiti

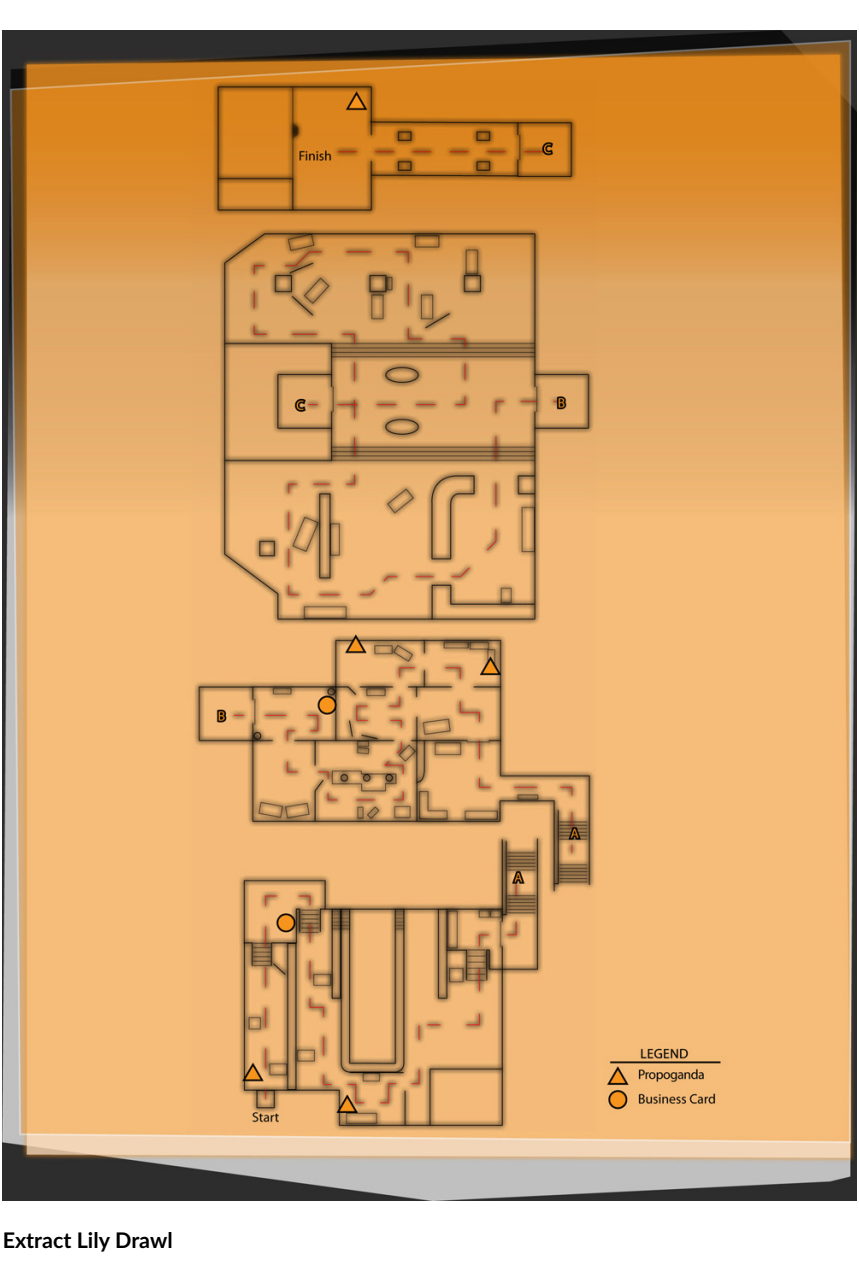


Finally, backtrack down the corridor and press the action button repeatedly in order to open an access hatch. Crouch down and move through the hatch. Climb a ladder and continue through the passageway to complete the milestone.

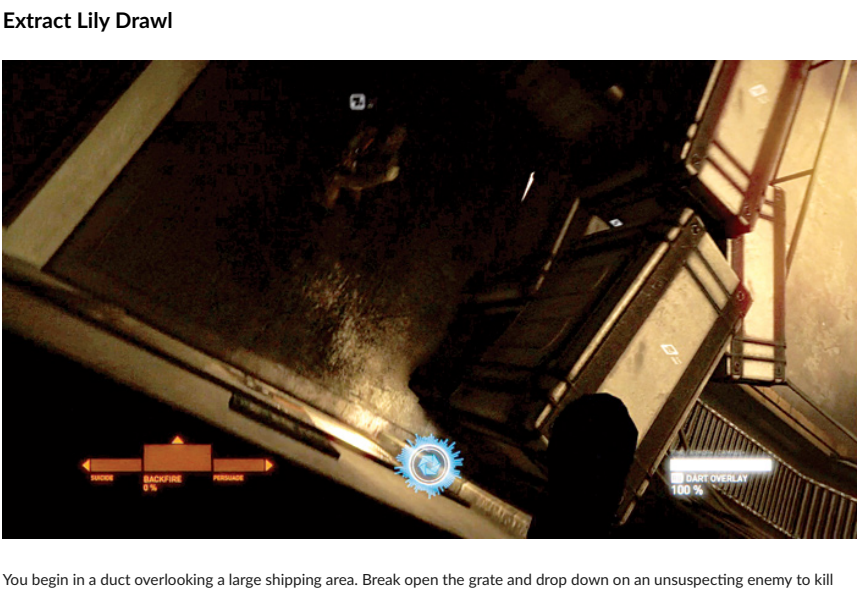


Campaign Walkthrough

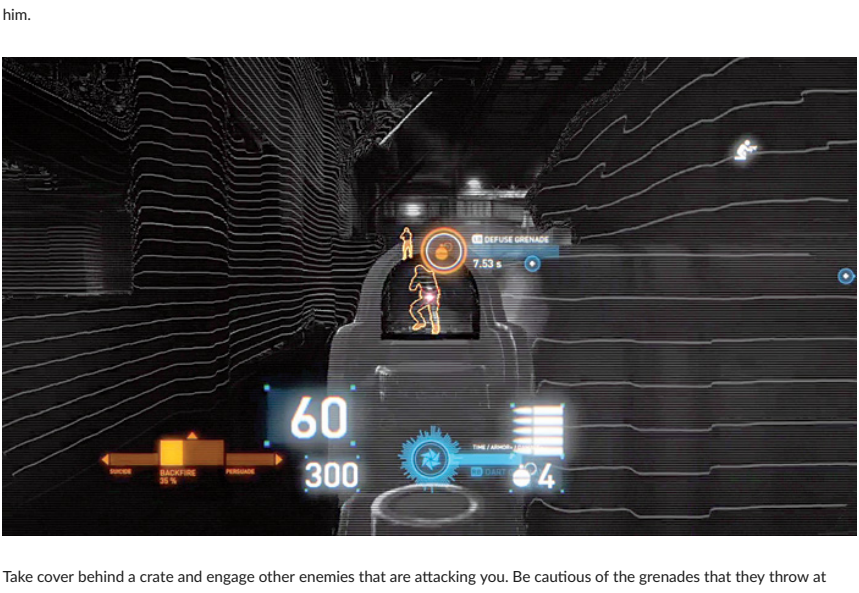
# Milestone 15: Kris



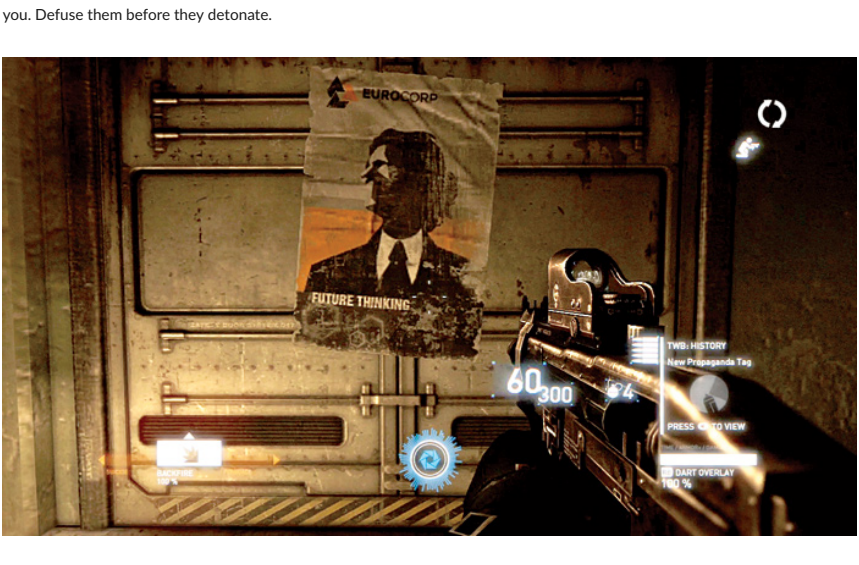
## Extract Lily Drawl

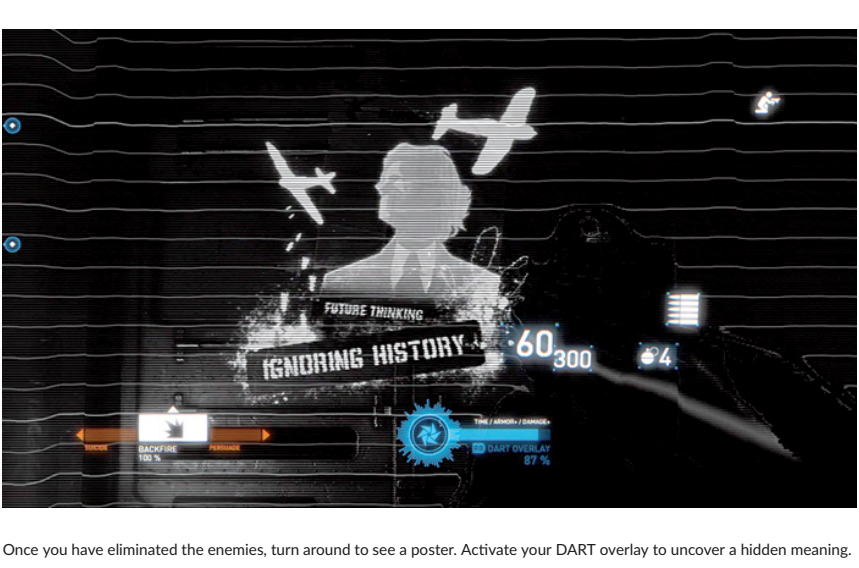


You begin in a duct overlooking a large shipping area. Break open the grate and drop down on an unsuspecting enemy to kill him.



Take cover behind a crate and engage other enemies that are attacking you. Be cautious of the grenades that they throw at you. Defuse them before they detonate.





Once you have eliminated the enemies, turn around to see a poster. Activate your DART overlay to uncover a hidden meaning.

### Cover Lover

Make it past the conveyor belt without taking any damage from the turret in order to earn this award.

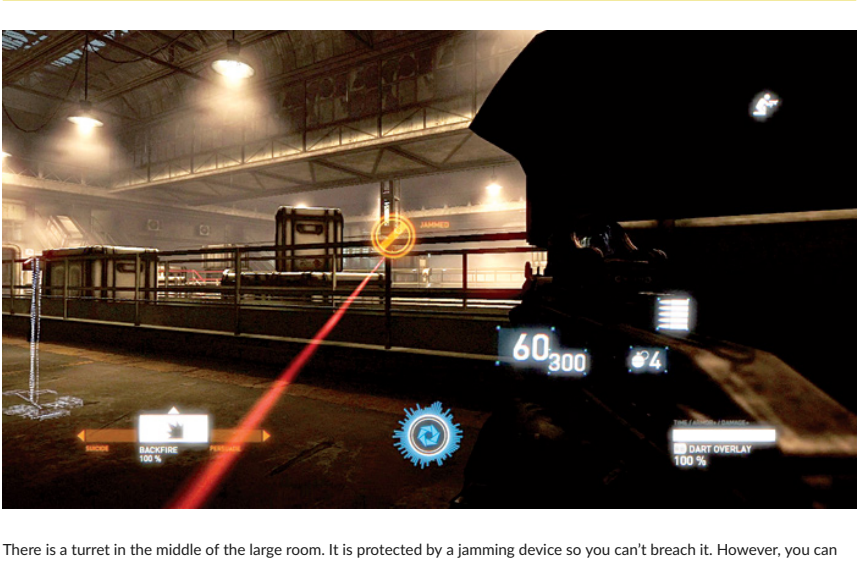
### New Propaganda Tag

**TWB:** HISTORY

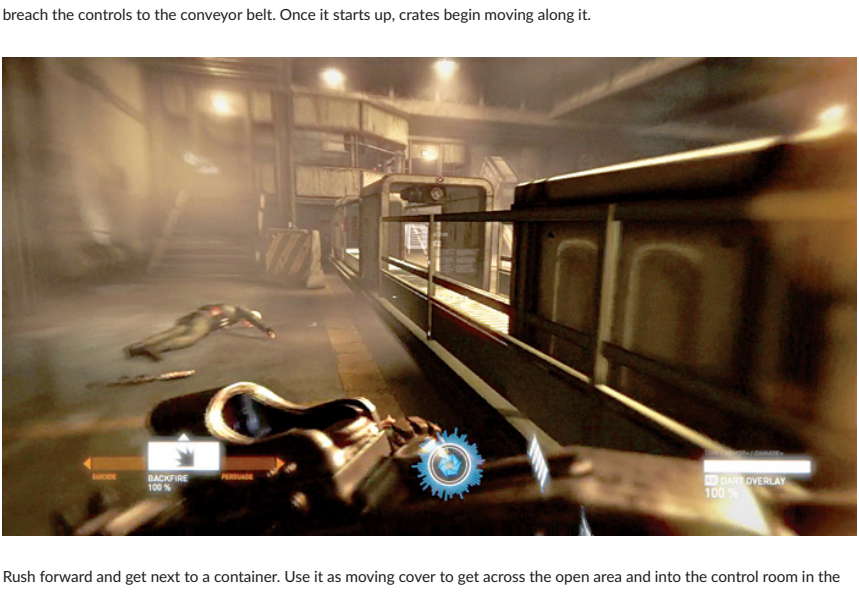
"Future Thinking"

"... IGNORING HISTORY"

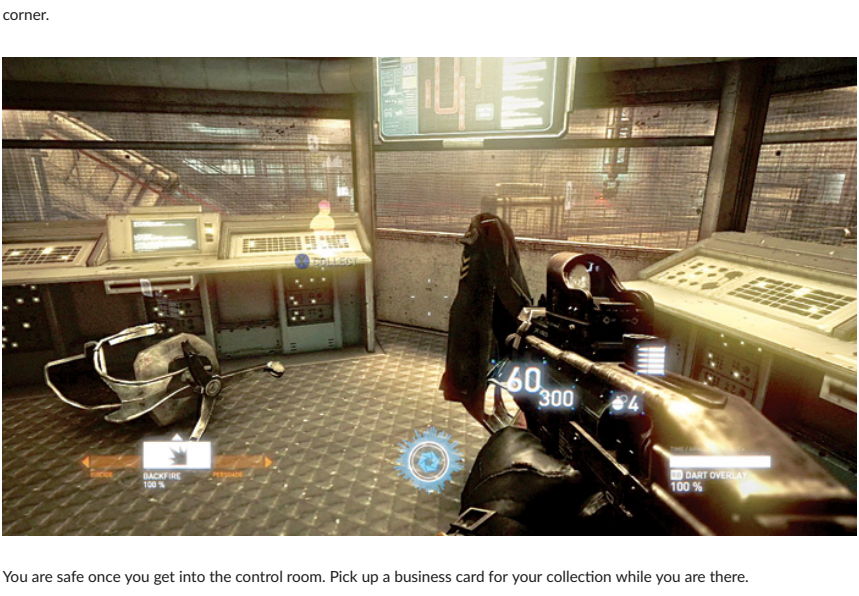
—Resistance graffiti



There is a turret in the middle of the large room. It is protected by a jamming device so you can't breach it. However, you can breach the controls to the conveyor belt. Once it starts up, crates begin moving along it.



Rush forward and get next to a container. Use it as moving cover to get across the open area and into the control room in the corner.



You are safe once you get into the control room. Pick up a business card for your collection while you are there.

### New Personnel Log

**RICHARD MAO**

**/ PROFILE ENTRY**

**Name:** Richard Mao
**Age:** 24
**Position:** Unemployed, (former Sewage Engineer)
**Affiliation:** Unknown (suspected subverter, TWB)
**Clearance:** N/A

**LOGGED ENTRY**

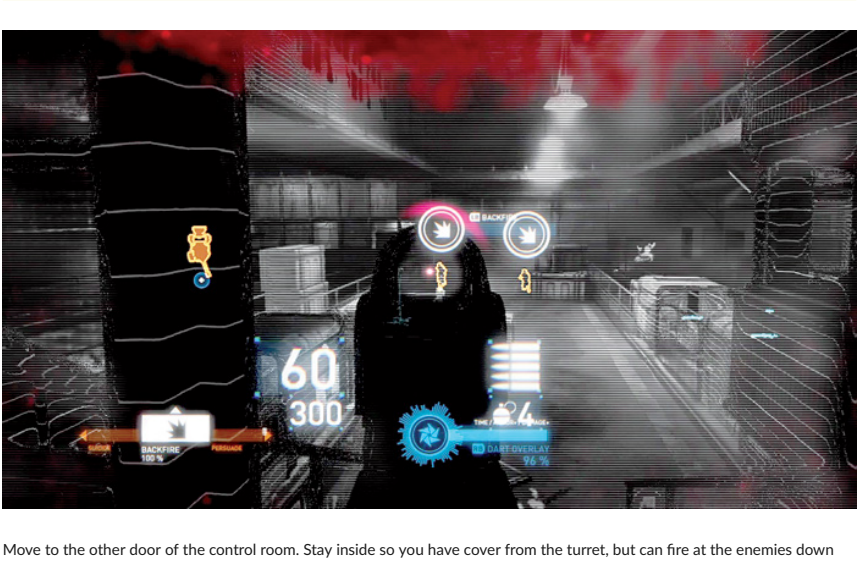
/ Mail.log_RichardMao9084551

Hey, bro. How are things holding up on your end? I hear they've got you on the sewer supply runs now. I'm sure you'll rotate out of there in no time ... hopefully before the smell becomes permanent.

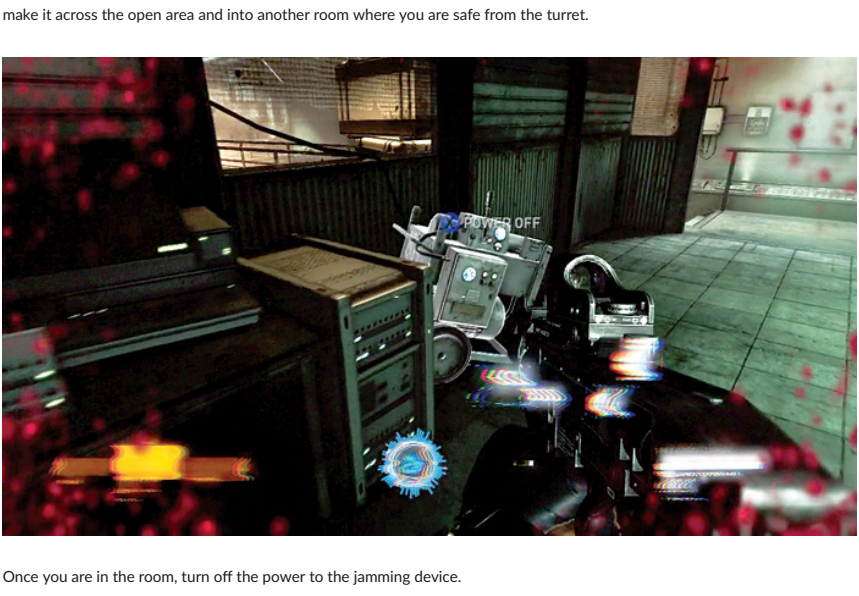
They still have me on security detail up at headquarters. You know that I would follow Kris to hell and back if that was asked of me, but some things here have got me wondering ... for example, why the hell did we set up shop in an old abandoned EuroCorp security checkpoint inside their wall? Every time I ask I'm given a different bullshit answer: "It's the last place they'd expect to find us," or "it's a tactically sound strongpoint, we'd be stupid NOT to use it" and so on.

I guess the real answer is "because Kris wants it that way." Assuming EuroCorp doesn't have tracking sensors and who knows what inside these walls, they must at least have detailed schematics of the place. I mean, sure, I'll be happy for these concrete walls if EuroCorp throws a bunch of mercs or rent-a-cops against us, but if they send even one Agent ... I don't know, man. This place is starting to feel less like a stronghold, and more like a tomb....

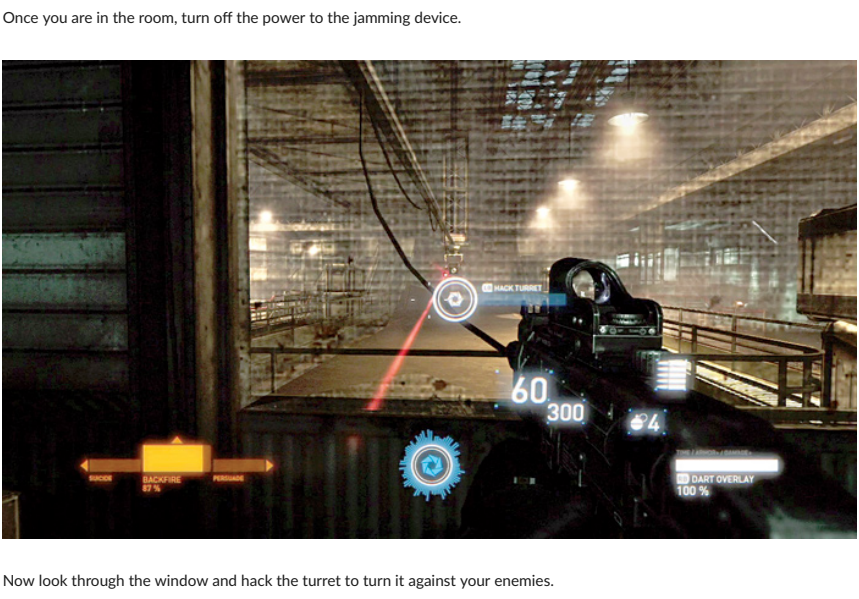
/ end of entry



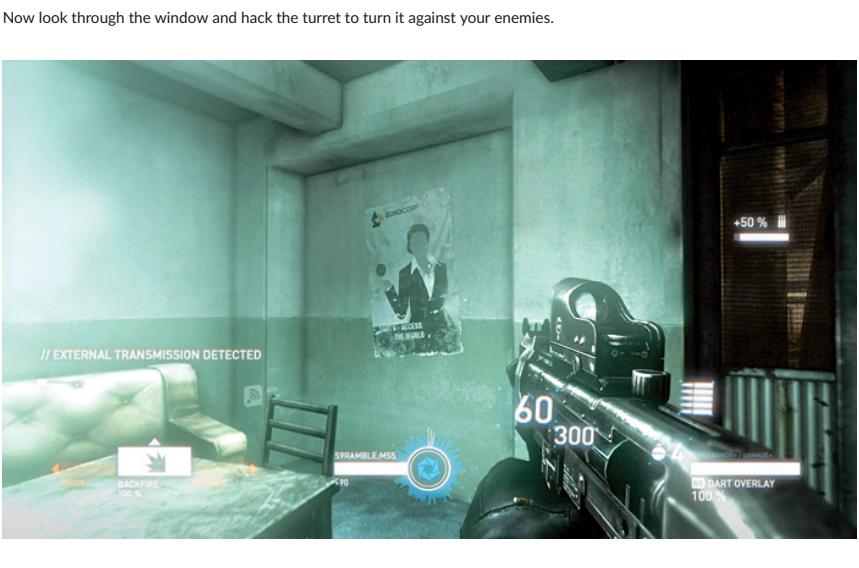
Move to the other door of the control room. Stay inside so you have cover from the turret, but can fire at the enemies down below. Kill them all and then activate the conveyor belt on the left to start moving crates. Use the same tactic as before to make it across the open area and into another room where you are safe from the turret.

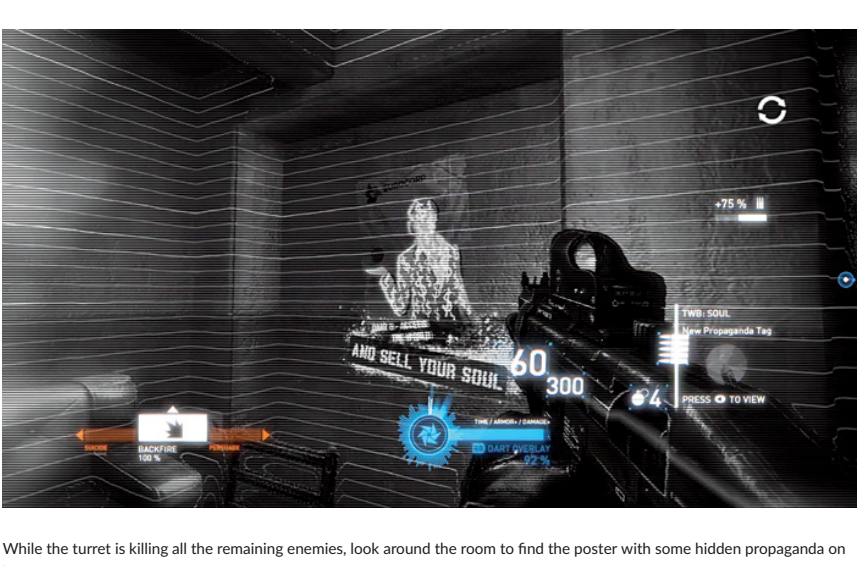


Once you are in the room, turn off the power to the jamming device.



Now look through the window and hack the turret to turn it against your enemies.





While the turret is killing all the remaining enemies, look around the room to find the poster with some hidden propaganda on it.

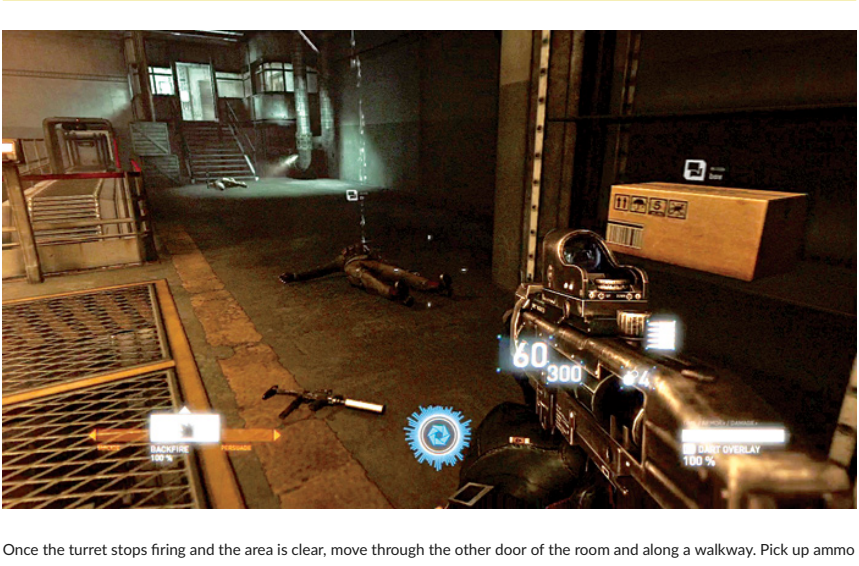
### New Propaganda Tag

**TWB:** SOUL

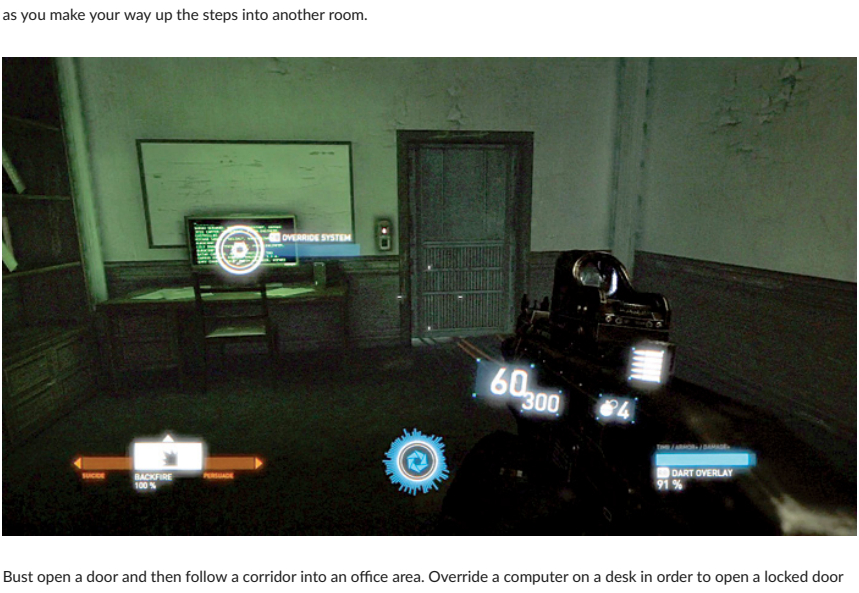
"DART 6—Access the World"

"... AND SELL YOUR SOUL"

—Resistance graffiti



Once the turret stops firing and the area is clear, move through the other door of the room and along a walkway. Pick up ammo as you make your way up the steps into another room.



Bust open a door and then follow a corridor into an office area. Override a computer on a desk in order to open a locked door and listen to a recorded voice message by Gary Chang, the Aspari technician.

### New Data Intel

**VOICE MESSAGE:** GARY CHANG

**/ DATA ENTRY**

**Entry:** Chang Voice Recording
**Type:** Communication Database

**INTEL FEED**

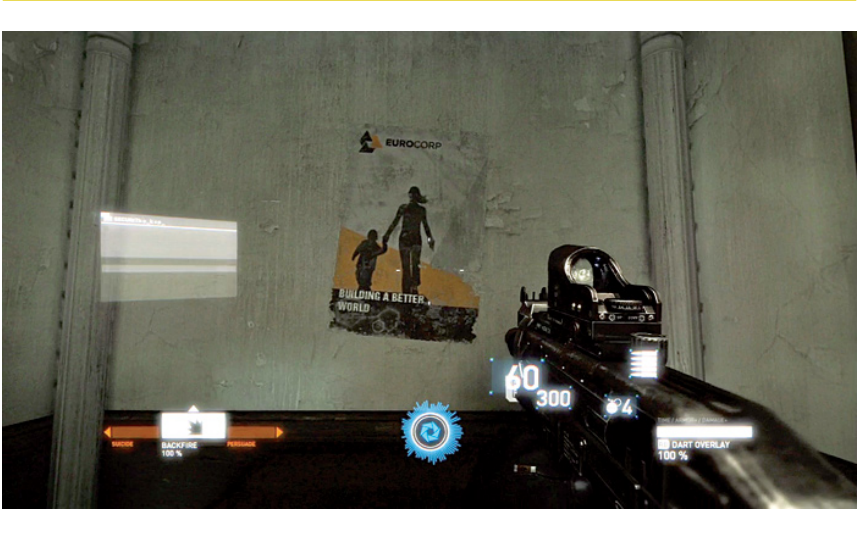
**/ TWB.network_breach:** Gary Chang

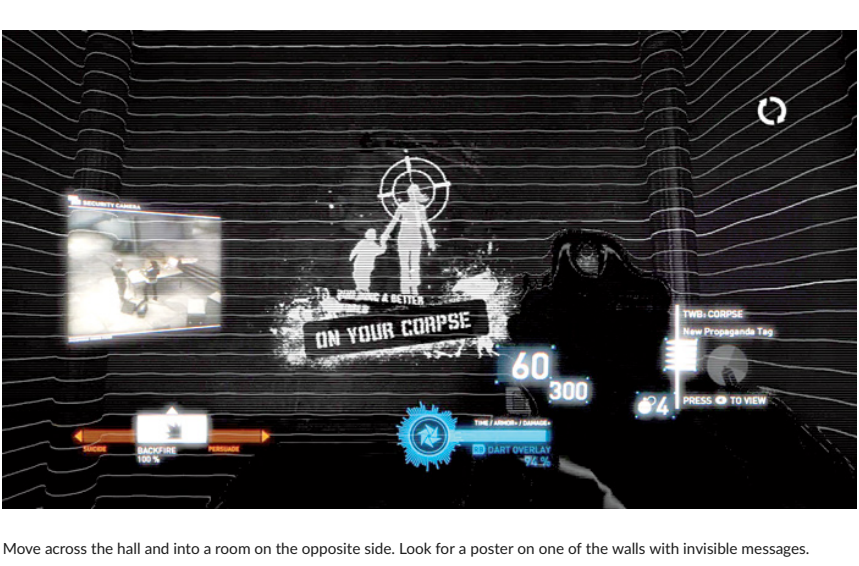
Excerpt: I know you've tried to get in touch, but the old line isn't secure anymore. Tell Lily I can leak the data across whenever we choose—if she's sure. But tell her this is going to mean war! Blood in the streets! Cayman-Global can't react any other way!

They see this data, they see it's from an Aspari source, they're going to believe, categorically, that it's credible industrial espionage! They're going to think EuroCorp really are planning a preemptive systems strike against them, and they'll have to strike first!

Look, tell her I'll do it—but tell her I can't believe it's come to this, I can't believe this is what she wants.

/ end of entry





Move across the hall and into a room on the opposite side. Look for a poster on one of the walls with invisible messages. Meanwhile, your DART chip has picked up a conversation currently taking place between Lily and Kris—a subverter leader.

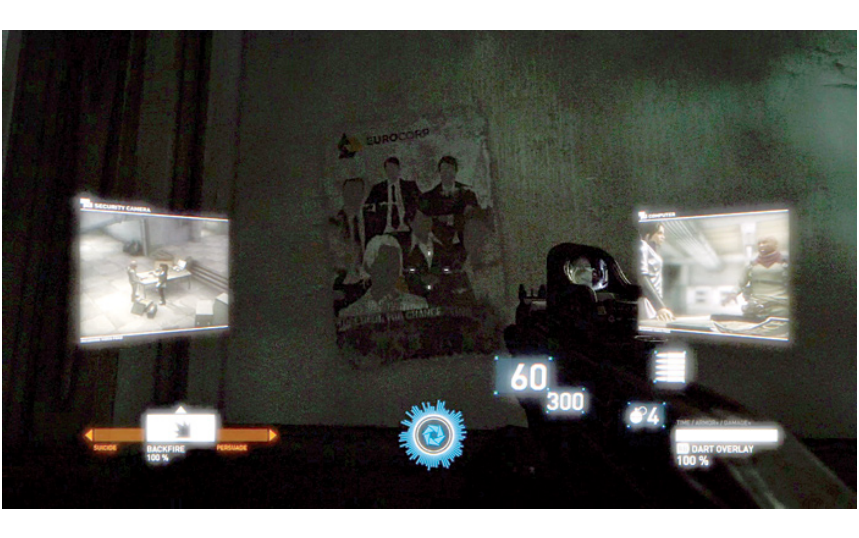
### New Propaganda Tag

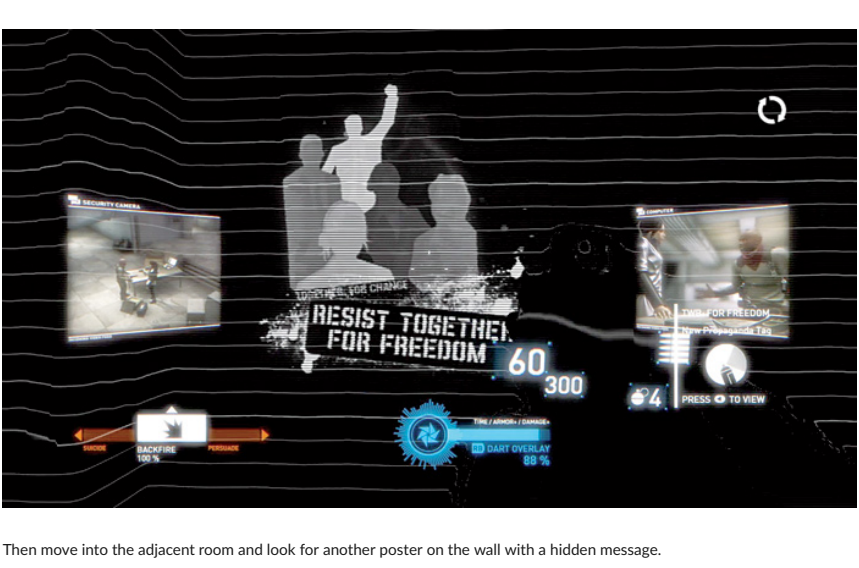
**TWB:** CORPSE

"Building a Better World"

"... ON YOUR CORPSE"

—Resistance graffiti





Then move into the adjacent room and look for another poster on the wall with a hidden message.

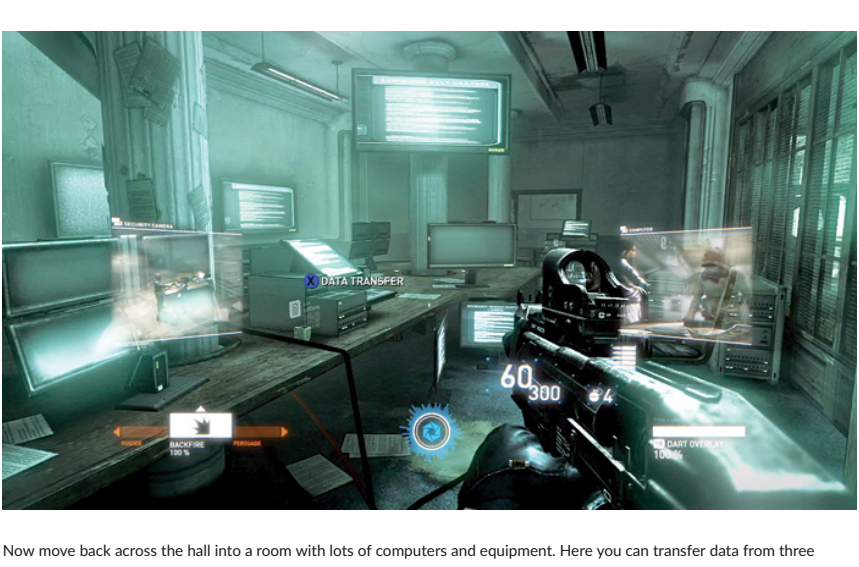
### New Propaganda Tag

**TWB:** FOR FREEDOM

"Together, for Change"

"RESIST TOGETHER, FOR FREEDOM"

—Resistance graffiti



Now move back across the hall into a room with lots of computers and equipment. Here you can transfer data from three sources to your chip.

### New Organization Profile

**ORGANIZATION:** CONFA

**/ ORGANIZATION PROFILE**

**Name:** CONFA (Conseil de la Non-Fédéral Anarchistes)
**Affiliation:** N/A
**Activity:** Anti-Syndicate movement, Terrorism

**INTEL FEED**

/ dictionary.database_name.origin

**Translation:** French/English—"Council of non-federal Anarchists"

/ Intel Summary 99133

CONFA is an international terrorist network originating from political interest groups in Algeria and Morocco, standing against Kader Industrieen's over-exploitation of the Sahara Desert and North-African oil resources, in 2013.

Ever since EuroCorp's appearance in 2017, the CONFA manifest states the need to overthrow Syndicate power, reinstate local government rule and democratic elections, effectively returning power to the free people.

The original CONFA network grew from anti-capitalistic interest groups and merged internationally with local cells of socialists, green-earthers and scattered enclaves of survivalists.

The organization is cellular in structure, with only a few key cadres having more than local knowledge of its activities, and its adherents are fanatical in their loyalty. The cells are unorganized, mostly running local agendas, but believed to be present in all major cities across the globe.

/ Intel Update 99134

Attempts by EuroCorp to infiltrate CONFA cells have uniformly failed to produce worthwhile intelligence, and have cost the security services several of their finest covert operatives.

Other Syndicates are reputed to have had similar experiences, leading to persistent rumors that CONFA has managed to infiltrate the Syndicate hierarchy on a global basis.

/ end of entry

### New Organization Profile

**ORGANIZATION:** T.W.B.

**/ ORGANIZATION PROFILE**

**Name:** TWB (Towers Will Burn)
**Affiliation:** CONFA
**Activity:** Anti-Syndicate movement, Terrorism

**INTEL FEED**

TWB is a group of New York-based terrorist cells dedicated to the violent overthrow of Syndicate power at all levels of society. Reports indicate that the influence of the terrorist cells have spread along the North-American east-coast, now covering an area from Boston (MA) to Richmond (VA).

TWB is loosely connected to international terrorist network CONFA, but are also driving their own agenda. The New York cells consist primarily of outcasts and religious converts, devoted to the cause with fanatical certainty.

/ end of entry

### New Data Intel

**UNIVERSITY LECTURE:** DR DRAWL

**/ DATA ENTRY**

**Entry:** Lecture, Dr. Eric A. Drawl
**Type:** Recorded Lecture, People's University, NY

**INTEL FEED**

**/ TWB.network_breach:** Eric Drawl

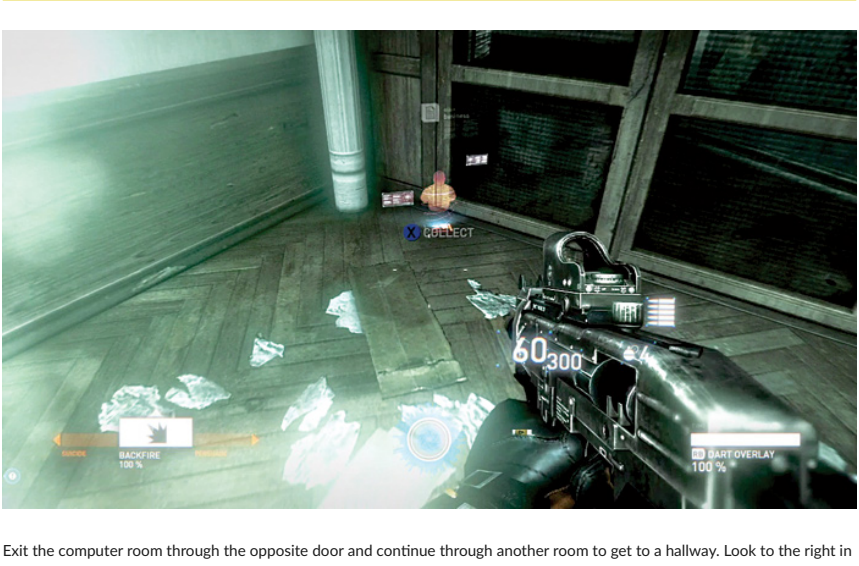
**Excerpt:** The example of the imperial powers in the last century provides an apt parallel with what we're facing today.

Look back to that time. It is questionable whether the colonized nations could ever have thrown off the imperial yoke if their colonial masters had not first exhausted themselves in two horrific world wars.

In a sense, twentieth century imperialism was not defeated, it simply expired, and its victims were able to crawl—slowly, painfully—out from under its rotting corpse.

So with the Syndicates. Their stranglehold is too powerful, too effective, to ever break with simple resistance. But if two or more of those same Syndicates were ever to go to war ... Well—I leave you to imagine the revolutionary possibilities that engenders....

/ end of entry



Exit the computer room through the opposite door and continue through another room to get to a hallway. Look to the right in the hallway to find a business card to pick up. Then move into the elevator and press the control button to get to another floor.

### New Personnel Log

**SINGI RYNIAK**

**/ PROFILE ENTRY**

**Name:** Singi Ryniak
**Age:** 25
**Position:** Patrol Officer
**Affiliation:** ECPD, South Central District (EuroCorp)
**Clearance:** Grade 6

**LOGGED ENTRY**

/ ECPD.report_excerpt

You're gonna love this one, Lieutenant.

At approximately 1557 hrs a report was received of shots fired at Sedgwick Avenue. The reporting officer was the first unit on scene. Gunfire was still ongoing at arrival, with two EuroCorp Agents chasing and trading fire with a single armed suspect (later identified as an I.I.A. Agent). Reporting officer stayed back as per standing protocol to observe.

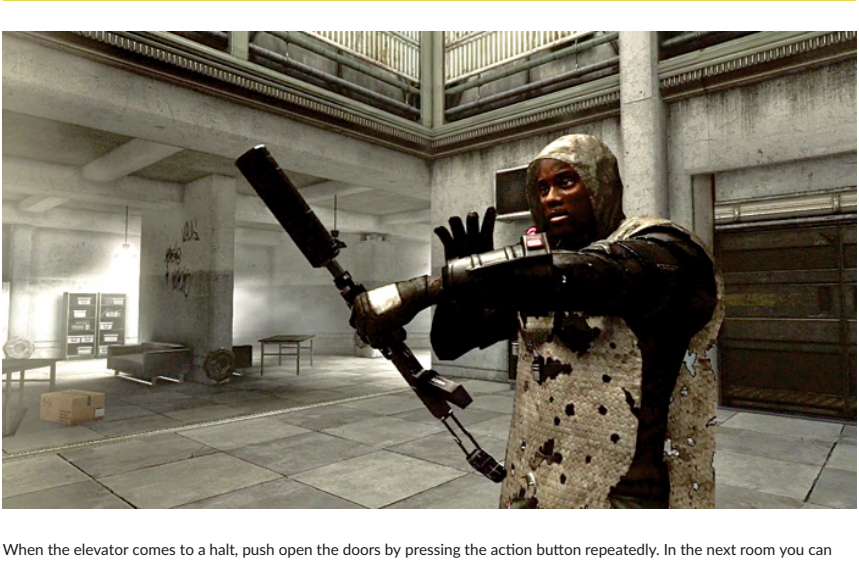
Suspect was critically wounded after an intensive five minute firefight, involving small-arms fire, grenades and rocket launchers.

EuroCorp Agents, refusing to identify themselves to the reporting officer beyond last names "Merit" and "Banks," extracted something from the dead suspect's head, possibly his chip, and departed the scene after issuing instructions to leave the body for a pending EC tactical response team.

Collateral damage tallied at a dozen dead, double that in wounded. Three apartment buildings suffered extensive structural damage and had to be evacuated, another was left in a partly collapsed state due to heavy rocket fire and will have to be demolished.

But hey, at least our side won! Whoopee!

/ end of entry



When the elevator comes to a halt, push open the doors by pressing the action button repeatedly. In the next room you can see Lily talking to Kris. Kris is wearing specter armor, so you have to be ready to take on an invisible enemy.

### Threat Profile Update

**THREAT:** KRIS (LOGOS)

**/ PROFILE ENTRY**

**Name:** Kris Delaney, AKA Logos (male)
**Age:** 32
**Position:** Terrorist (hostile)
**Affiliation:** TWB, CONFA
**Clearance:** N/A

**THREAT ANALYSIS**

**Feature:** Remote chip control, Prototype diffraction field armor

**TACTICAL SUMMARY**

Firewalled portable control unit and cloak tech armor

Breaching unavailable. System is susceptible to high frequency EMP, which will create disruptions in cloak field generators.

Chip assisted overlay can track and hold cloak signature for a very limited time.

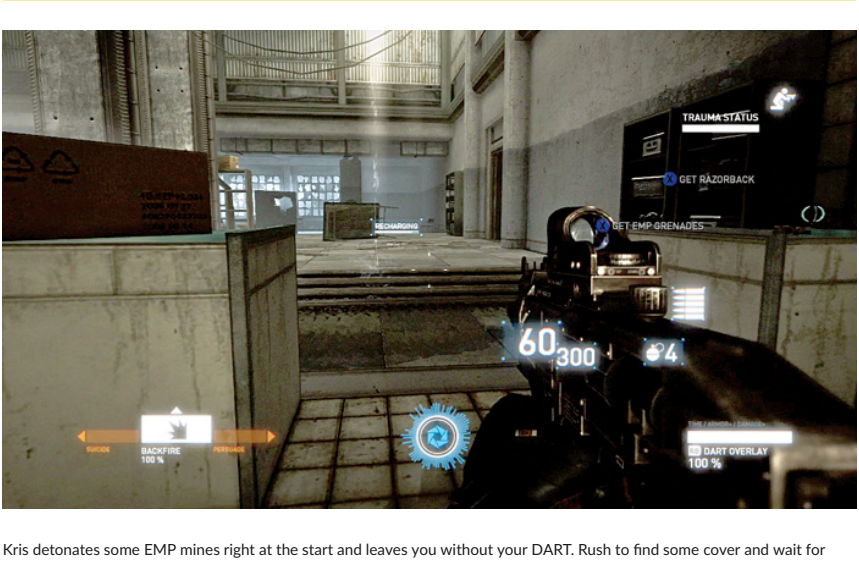
Armor is vulnerable to all types of physical and pulse damage.

**INTEL FEED**

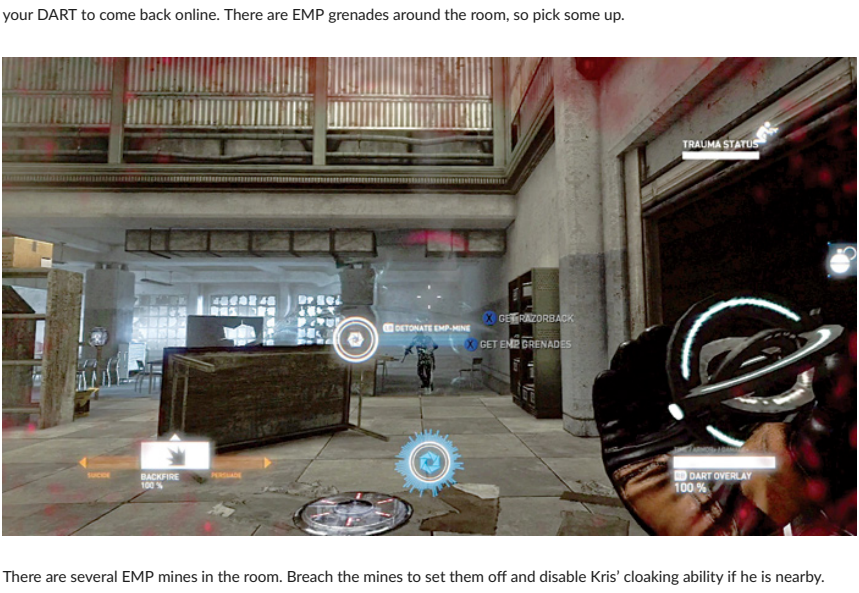
/ Priority.Status

Priority Liquidation Order in effect. Terminate soft asset on sight.

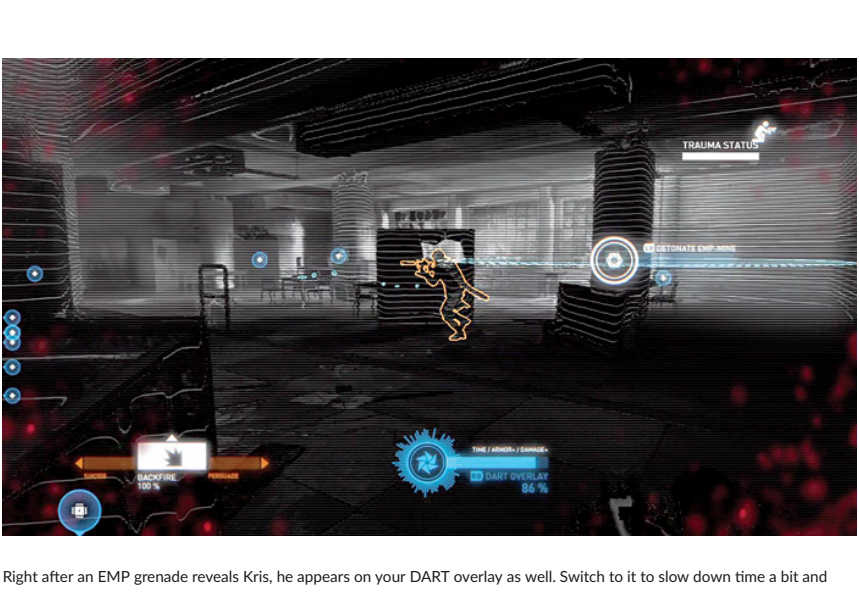
/ end of entry



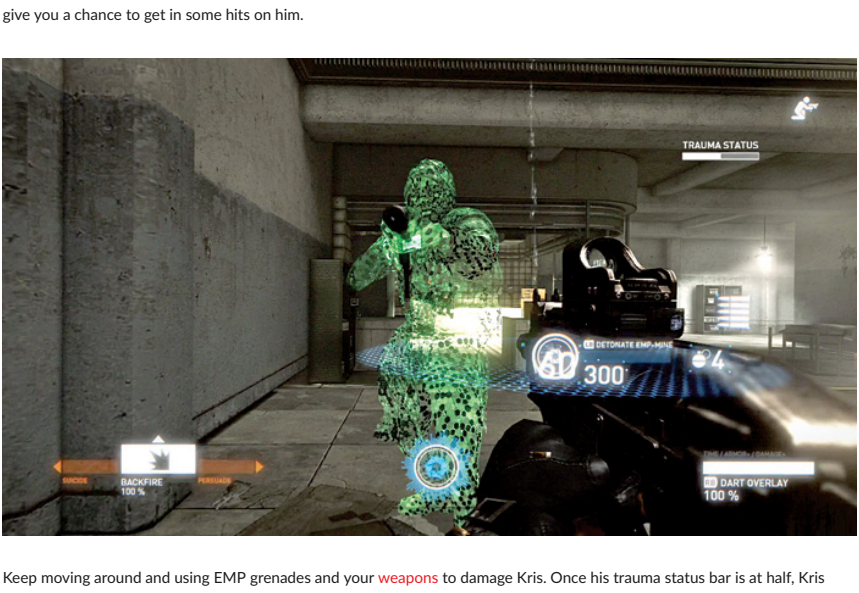
Kris detonates some EMP mines right at the start and leaves you without your DART. Rush to find some cover and wait for your DART to come back online. There are EMP grenades around the room, so pick some up.



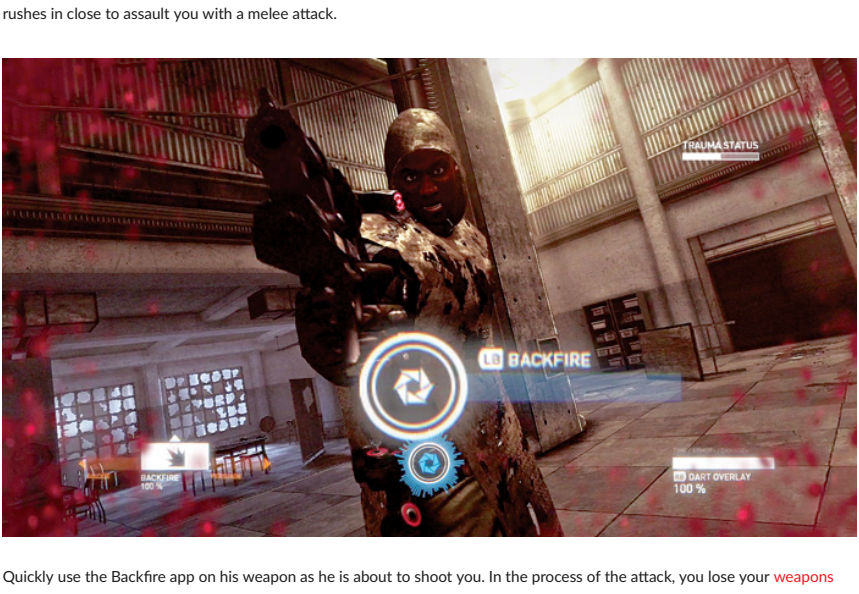
There are several EMP mines in the room. Breach the mines to set them off and disable Kris' cloaking ability if he is nearby. Later in the fight, Kris disables the mines, so use them while they are avaialble. You can also watch to see where the fire of Kris's weapon is coming from and then throw an EMP grenade in that direction. As soon as you can see Kris, open fire on him.



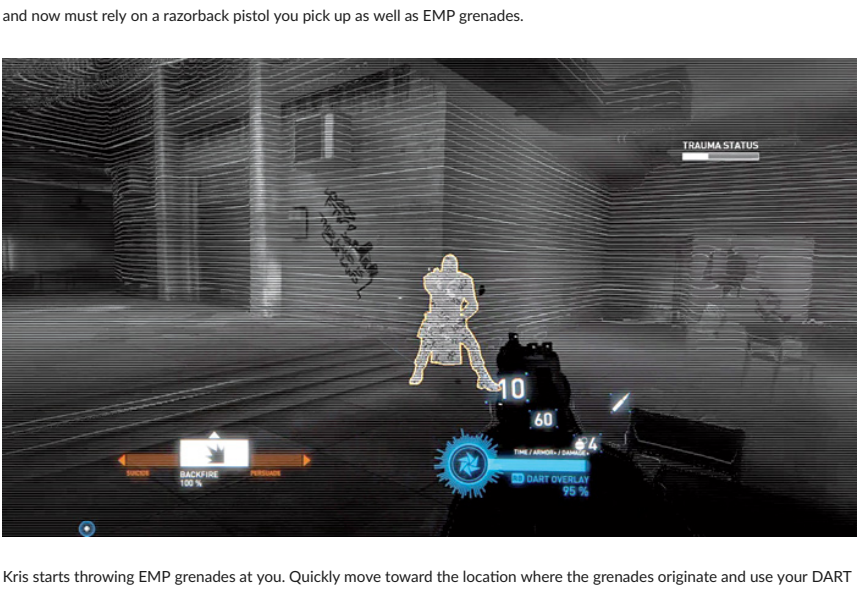
Right after an EMP grenade reveals Kris, he appears on your DART overlay as well. Switch to it to slow down time a bit and give you a chance to get in some hits on him.



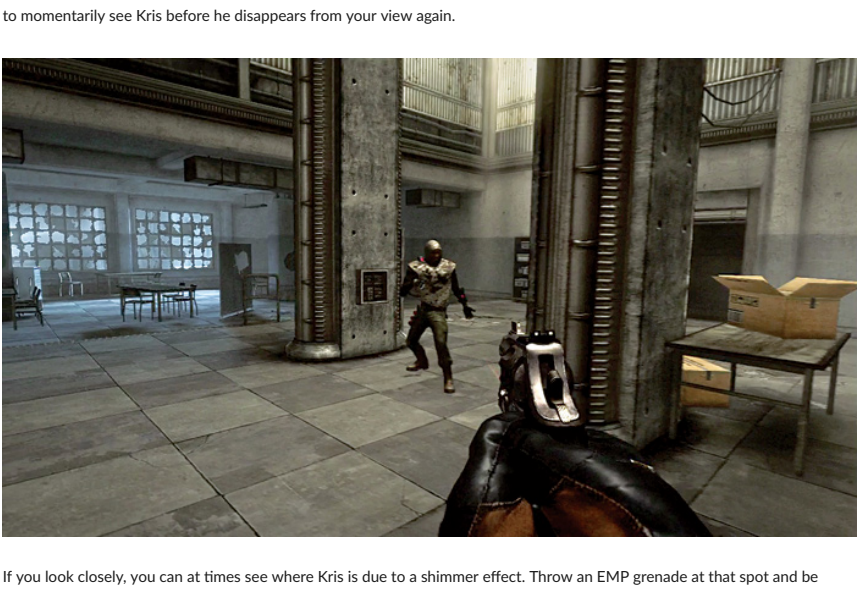
Keep moving around and using EMP grenades and your weapons to damage Kris. Once his trauma status bar is at half, Kris rushes in close to assault you with a melee attack.



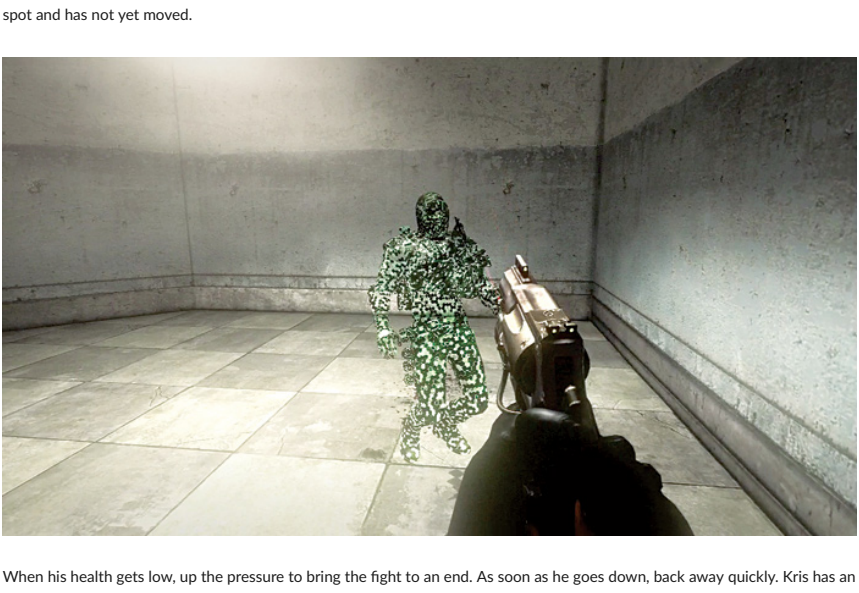
Quickly use the Backfire app on his weapon as he is about to shoot you. In the process of the attack, you lose your weapons and now must rely on a razorback pistol you pick up as well as EMP grenades.



Kris starts throwing EMP grenades at you. Quickly move toward the location where the grenades originate and use your DART to momentarily see Kris before he disappears from your view again.



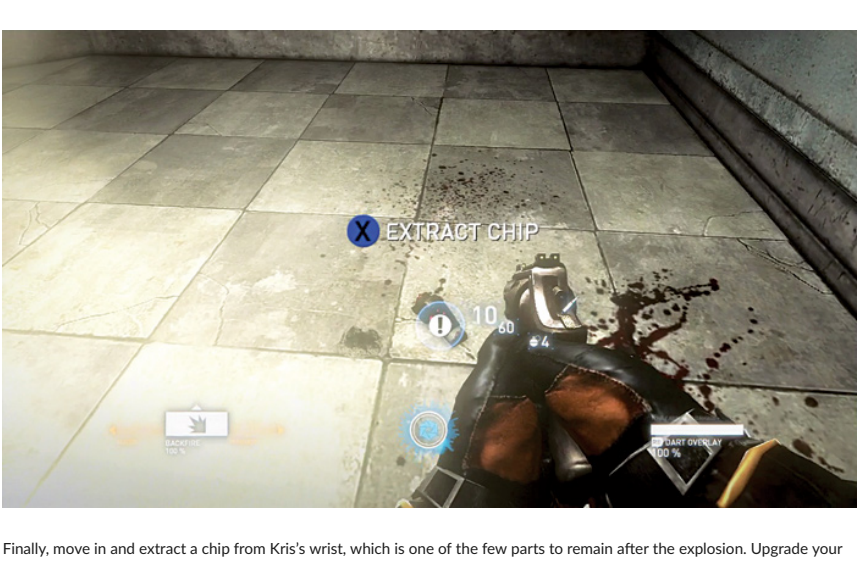
If you look closely, you can at times see where Kris is due to a shimmer effect. Throw an EMP grenade at that spot and be ready to shoot when his cloaking goes down. Always take a couple of extra shots after Kris disappears in case he is still at that spot and has not yet moved.



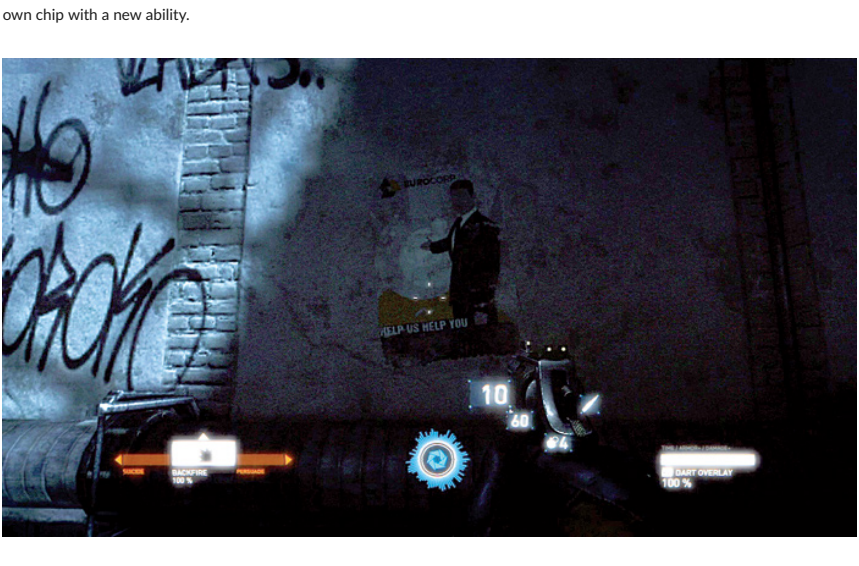
When his health gets low, up the pressure to bring the fight to an end. As soon as he goes down, back away quickly. Kris has an explosive device that detonates when he dies.

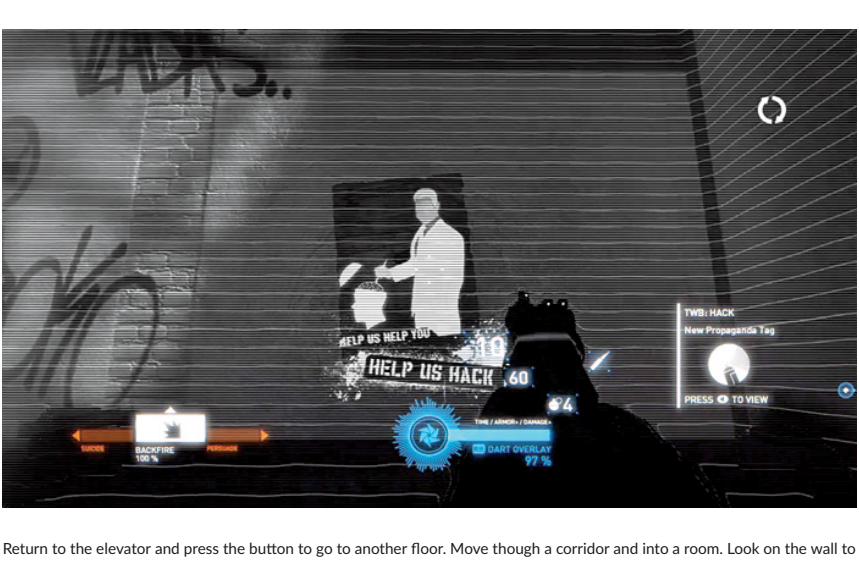
### SEE NO EVIL

Defeat Kris without making him visible using EMP or DART Overlay, on normal or hard difficulty, in order to earn this award.



Finally, move in and extract a chip from Kris's wrist, which is one of the few parts to remain after the explosion. Upgrade your own chip with a new ability.





Return to the elevator and press the button to go to another floor. Move though a corridor and into a room. Look on the wall to the right to find a poster with some propaganda hidden on it.

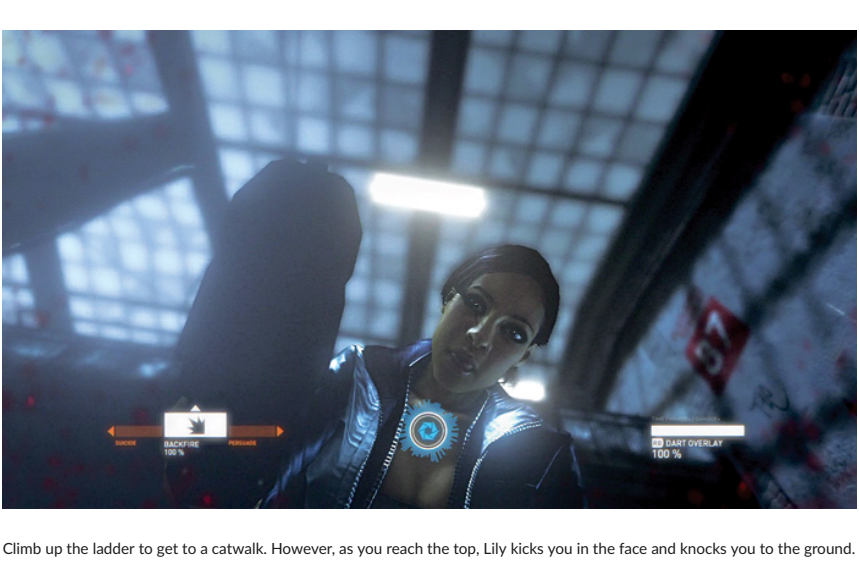
### New Propaganda Tag

**TWB:** HACK

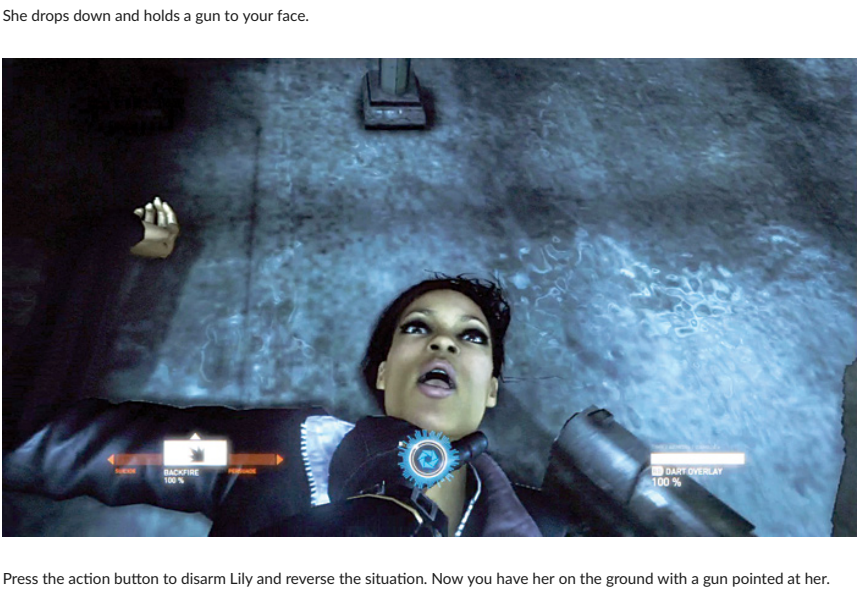
"Help Us Help You"

"HELP US HACK YOU"

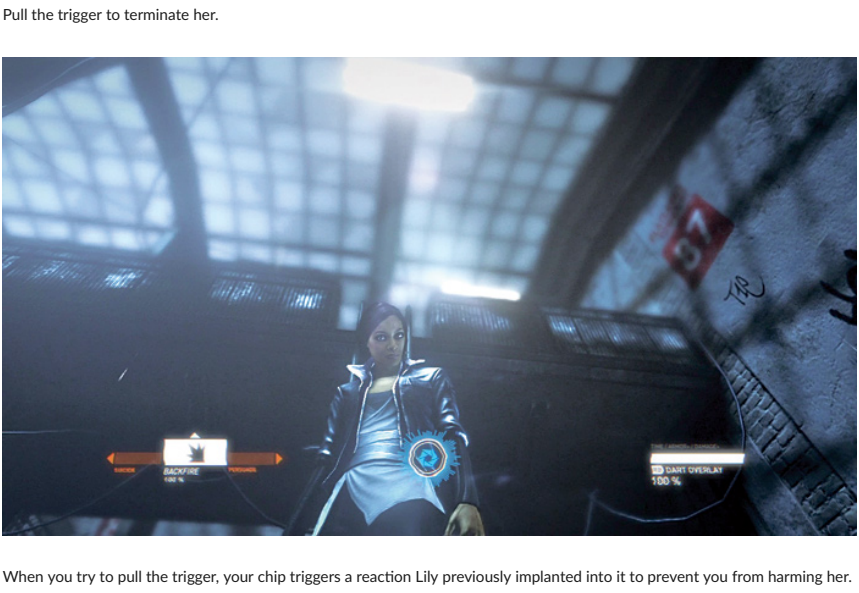
—Resistance graffiti



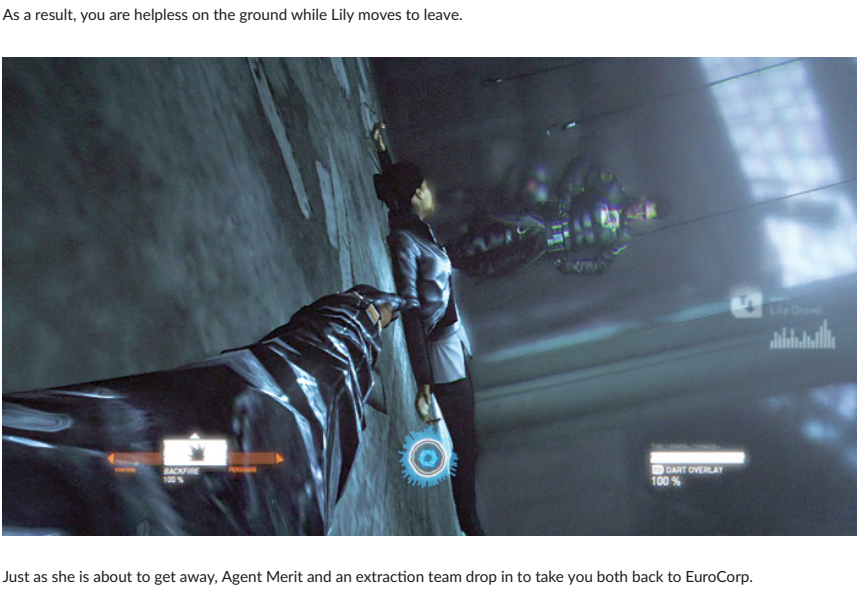
Climb up the ladder to get to a catwalk. However, as you reach the top, Lily kicks you in the face and knocks you to the ground. She drops down and holds a gun to your face.



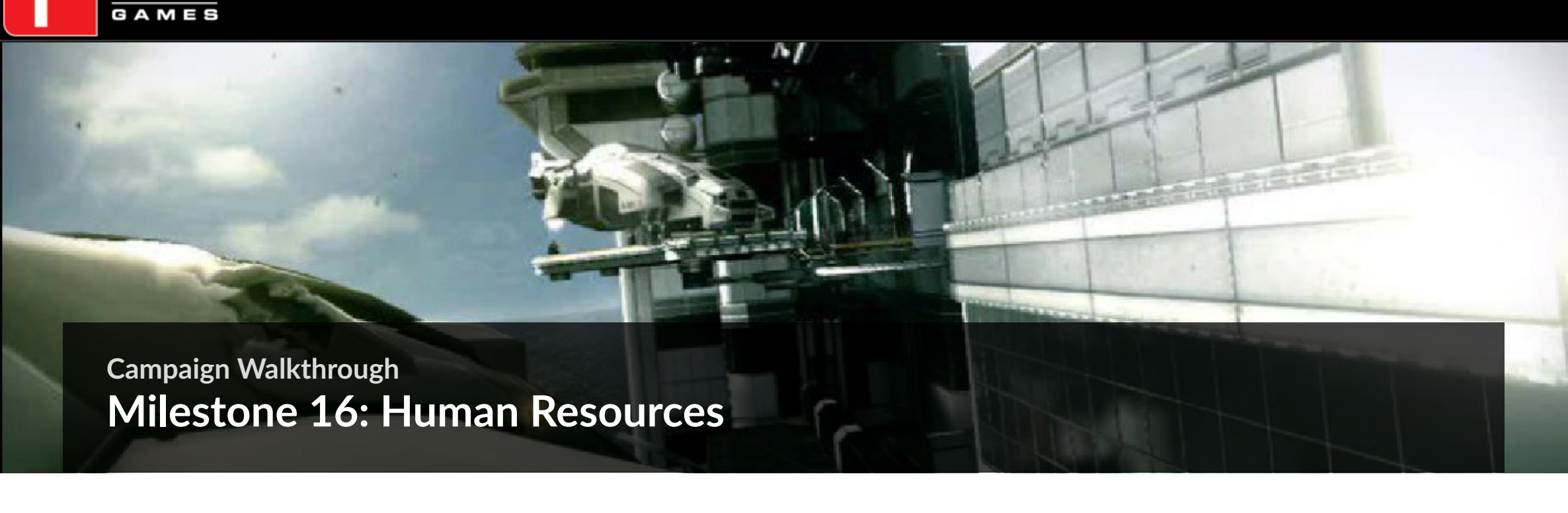
Press the action button to disarm Lily and reverse the situation. Now you have her on the ground with a gun pointed at her. Pull the trigger to terminate her.



When you try to pull the trigger, your chip triggers a reaction Lily previously implanted into it to prevent you from harming her. As a result, you are helpless on the ground while Lily moves to leave.

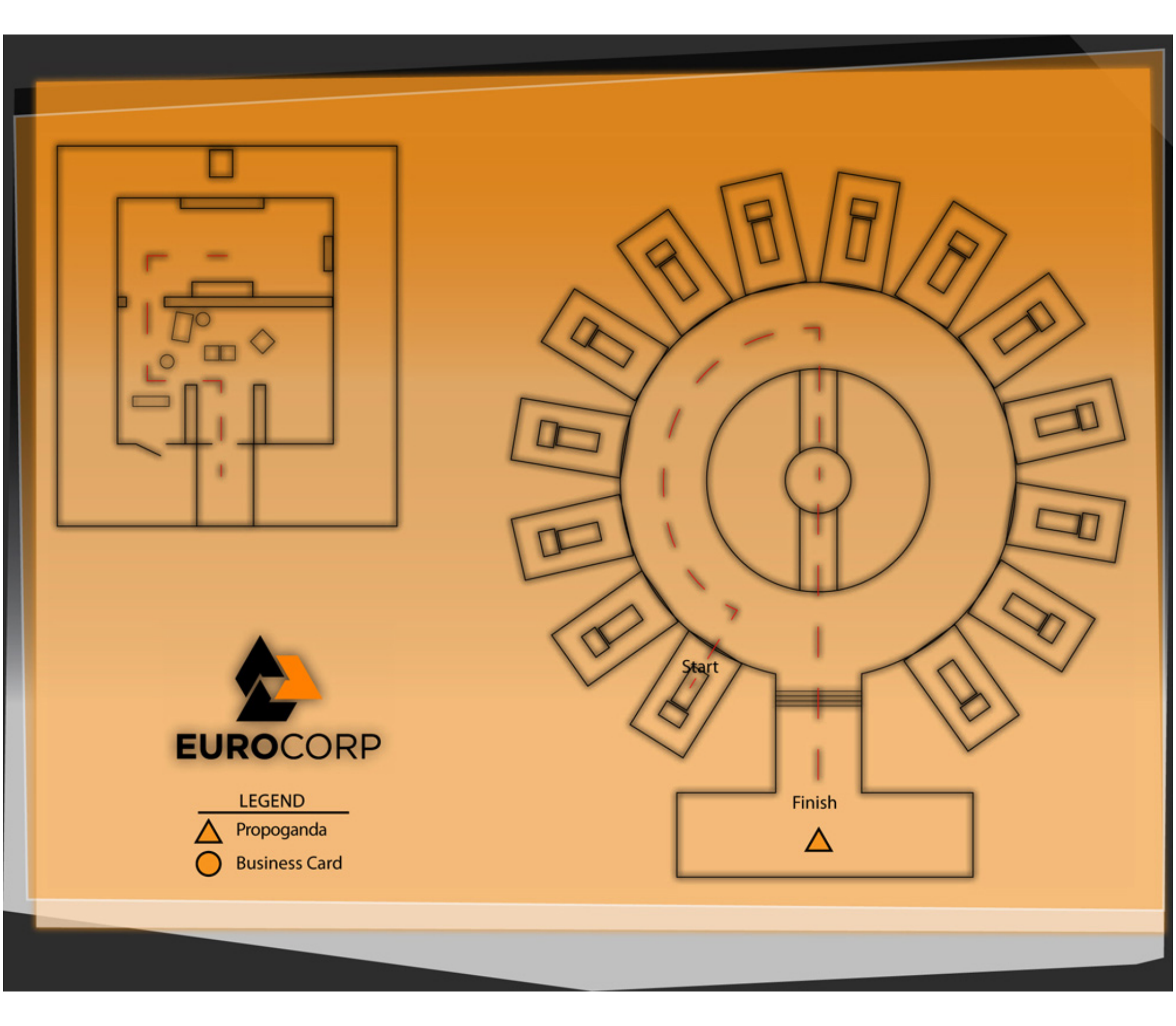


Just as she is about to get away, Agent Merit and an extraction team drop in to take you both back to EuroCorp.

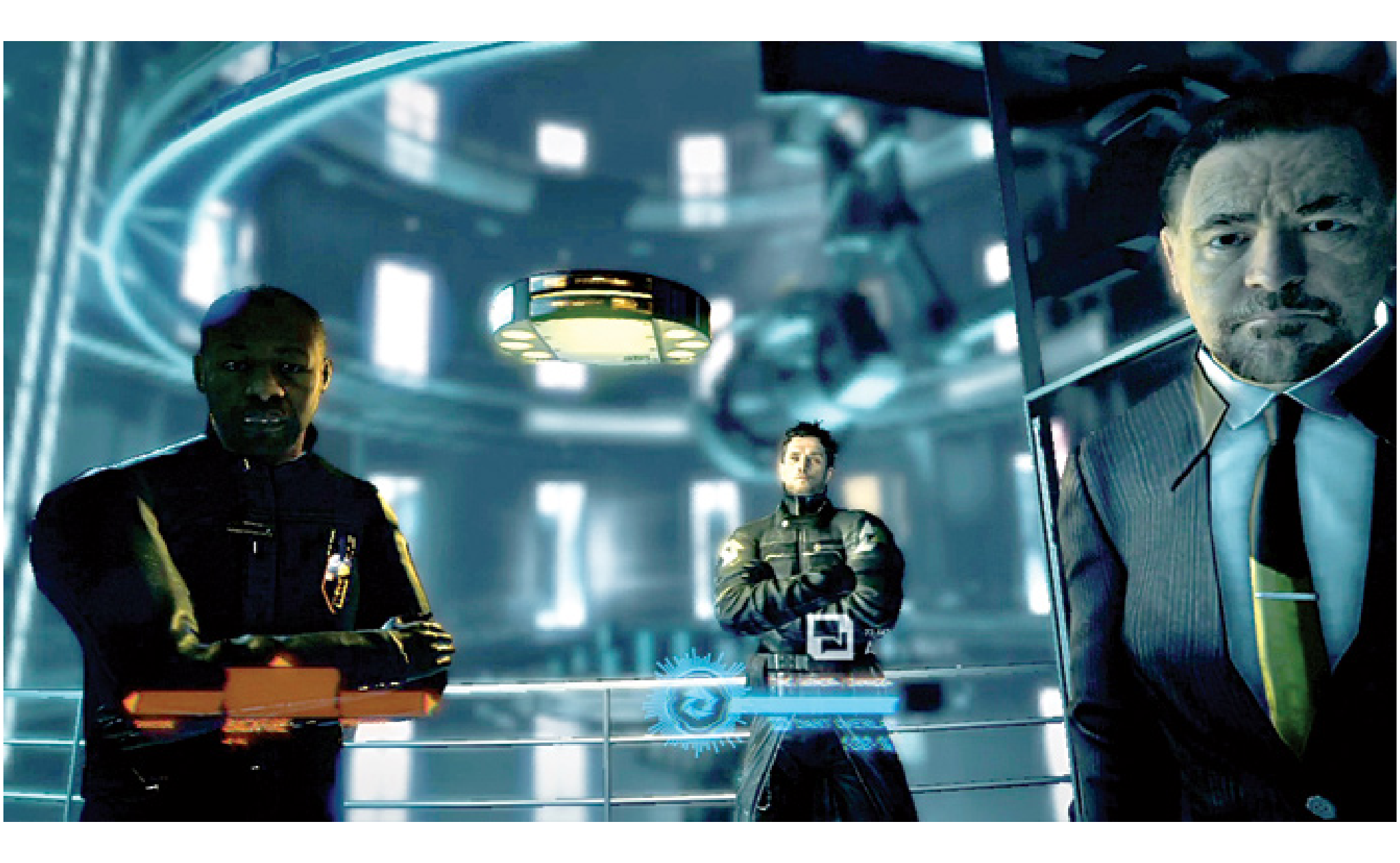


Campaign Walkthrough

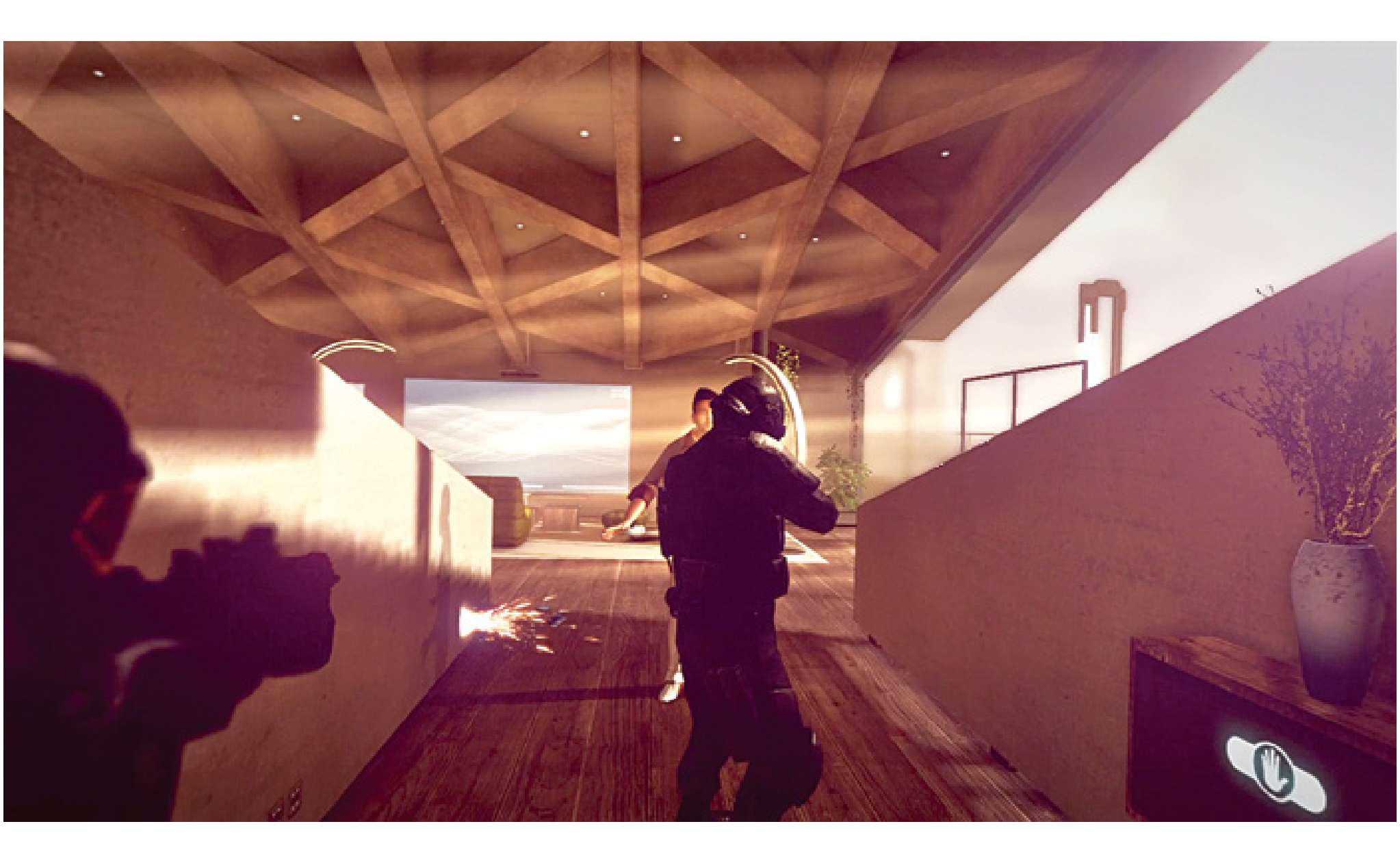
# Milestone 16: Human Resources



## Extract Lily Drawl



You wake up back at EuroCorp. Jack Denham, Agent Merit, and a technician are discussing your condition.



When you begin to experience a flashback, your controls are limited to movement. You can't change the events—only move along and observe them.

The flashback is a memory of your early life hidden away in your mind.

### New Data Reconstruction

[MEM.FRAGMENT_311A]

{{/ memory.bank_recovery.protocol.0025331_01}}

**/ data.extraction:**

A.O.P. Assets DETECTED

Genetic stock access... CONFIRMED

Biometric recalibration... CONFIRMED

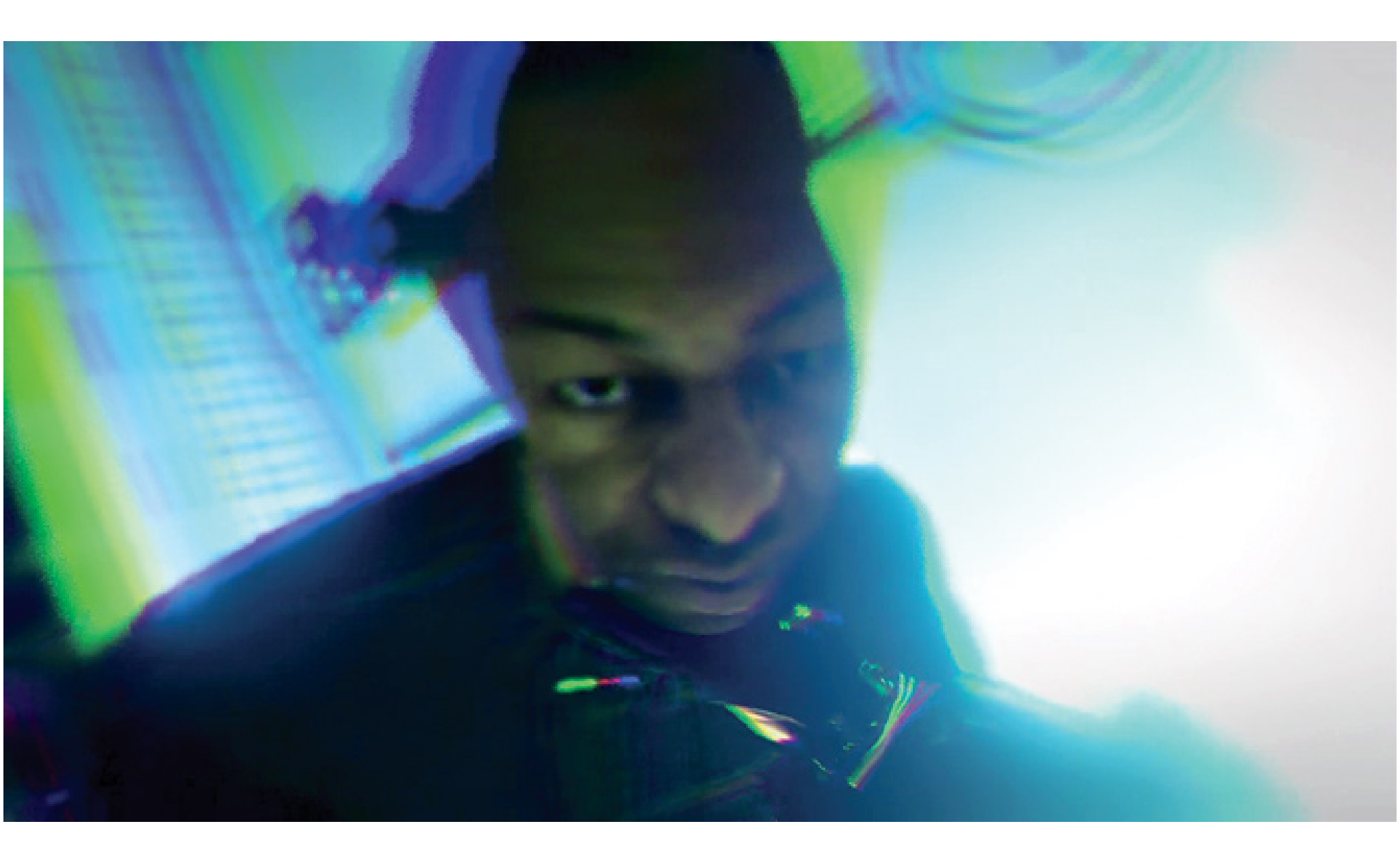
Autodidact meldware protocol... CONFIRMED

A.O.P. Asset rejuvenation bank... ONLINE

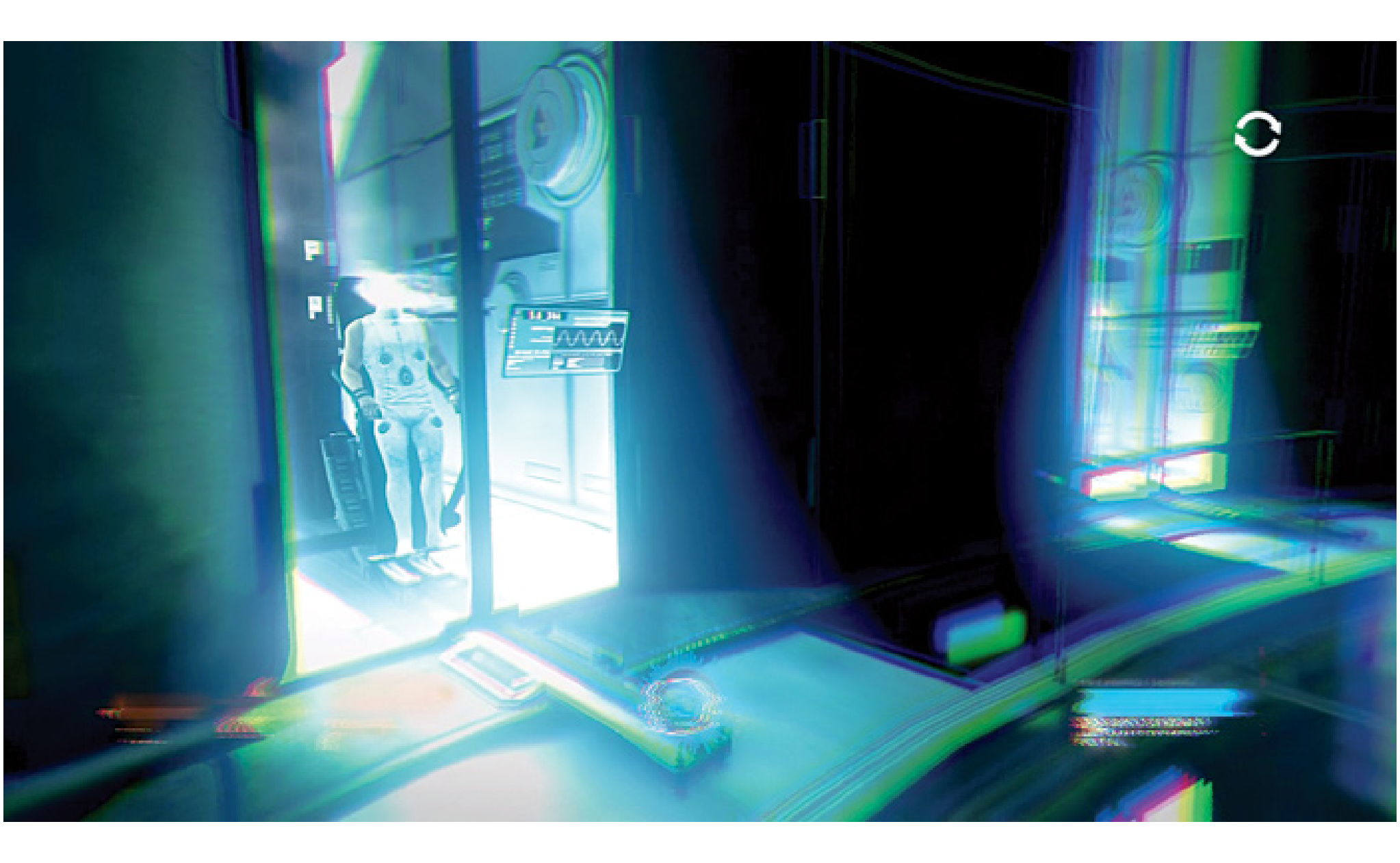
Access subject installment protocol... GENERATING LIST / protocol.checksheet.

**>Psycho-chemical regime:** Suppress any trauma suffered from extraction and reconstruct memory bank for Agent training.
**>CGA_Cell Growth Acceleration:** Reach physical maturity and enhance organ resistancy.
**>Augmentation:** Install adrenal control system and IPA converters.
**>Cybernetics:** Reinforced bone structure and tissue regeneration.
**>Chip:** Install current DART chip structure.

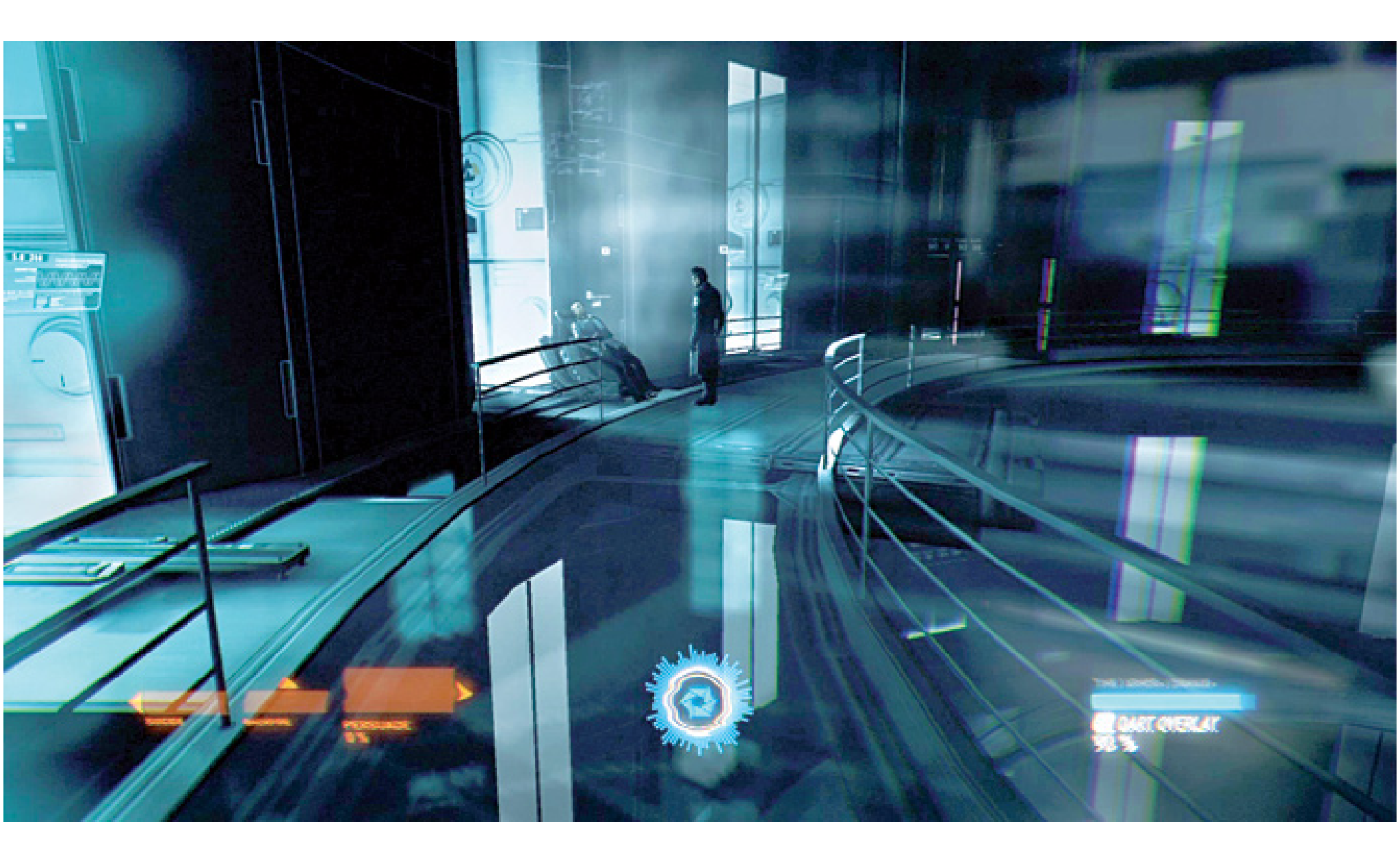
{{/ data stream terminated}}



When consciousness returns, press the action button repeatedly to break your bonds and kill the technician.



Get up out of the chair and advance to the left along the walkway as you pass by other people who are being programmed to work for EuroCorp. Look into the windows to unlock memory fragments in the infobank.



Keep going until you get to a security lockdown barrier. From there you can observe Agent Merit talking to Lily.

### New Data Intel

**VITRUVIAN DEVICE (AVU 2.0)**

**/ DATA ENTRY**

**Entry:** Vitruvian—Agent Vitality Unit 2.0
**Type:** Agent Operation (tech, medical, installation)

**INTEL FEED**

**/ trauma.rejection.unit:** Truan-Bremstein Project

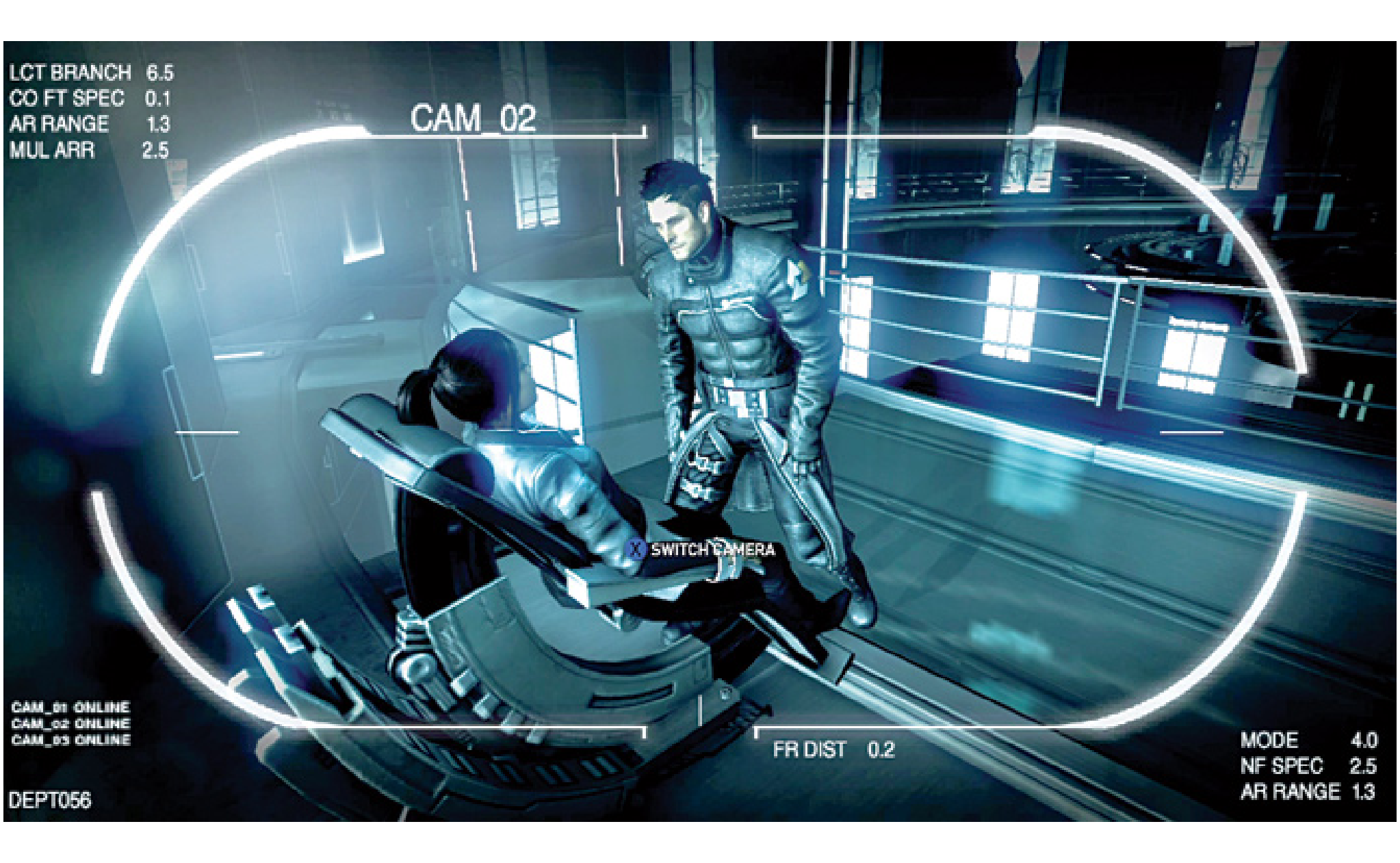
In January 2052, the research materials from the discontinued Truan Project were moved to the EuroCorp Spire, fortified at the center of the Manhattan headquarters.

EuroCorp's Board of Directors approved a new budget proposal of 450 billion dollars and expanded their research staff with 350 employees. By forcefully acquiring Dr. Daniel Bremstein, a chip-converted Aspari researcher from the Hong Kong bio-medical institute, the AVU project experienced a rebirth.

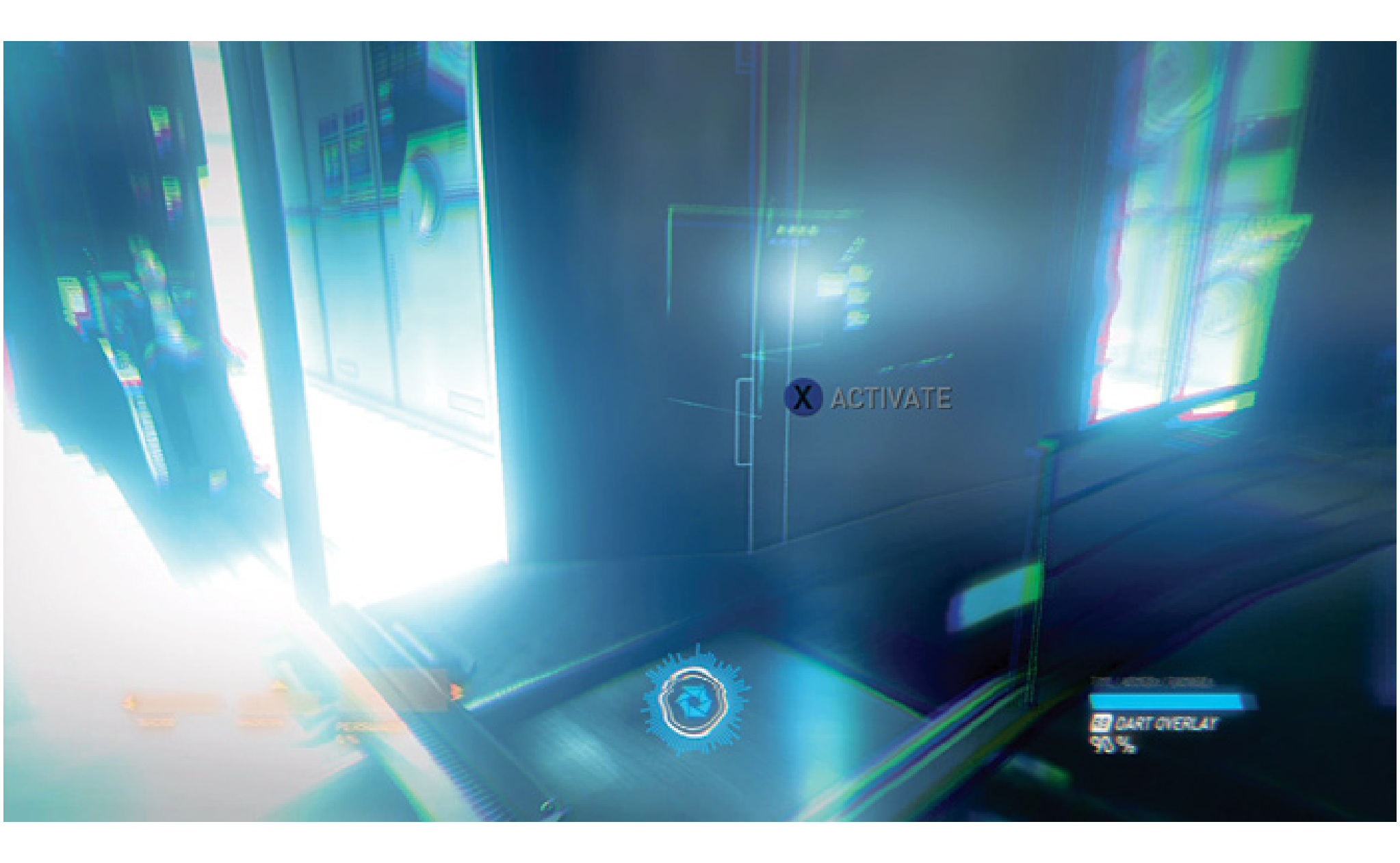
Dr. Bremstein introduced a system for extending the neural pathways and chip connectivity in the brain and spine. A new chemical formula was introduced to prevent the body from rejecting any installed implants and a newly installed high-precision intensive care unit would now repair tissue breakdown inside the internal organs.

The Agent Vitality Unit (v2.0) was constructed, tested, and finally introduced in May 2058, after 200 successful consecutive Agent installations. To celebrate the 96.1% success rate and new chip calibration protocols, Bremstein renamed it "the Vitruvian."

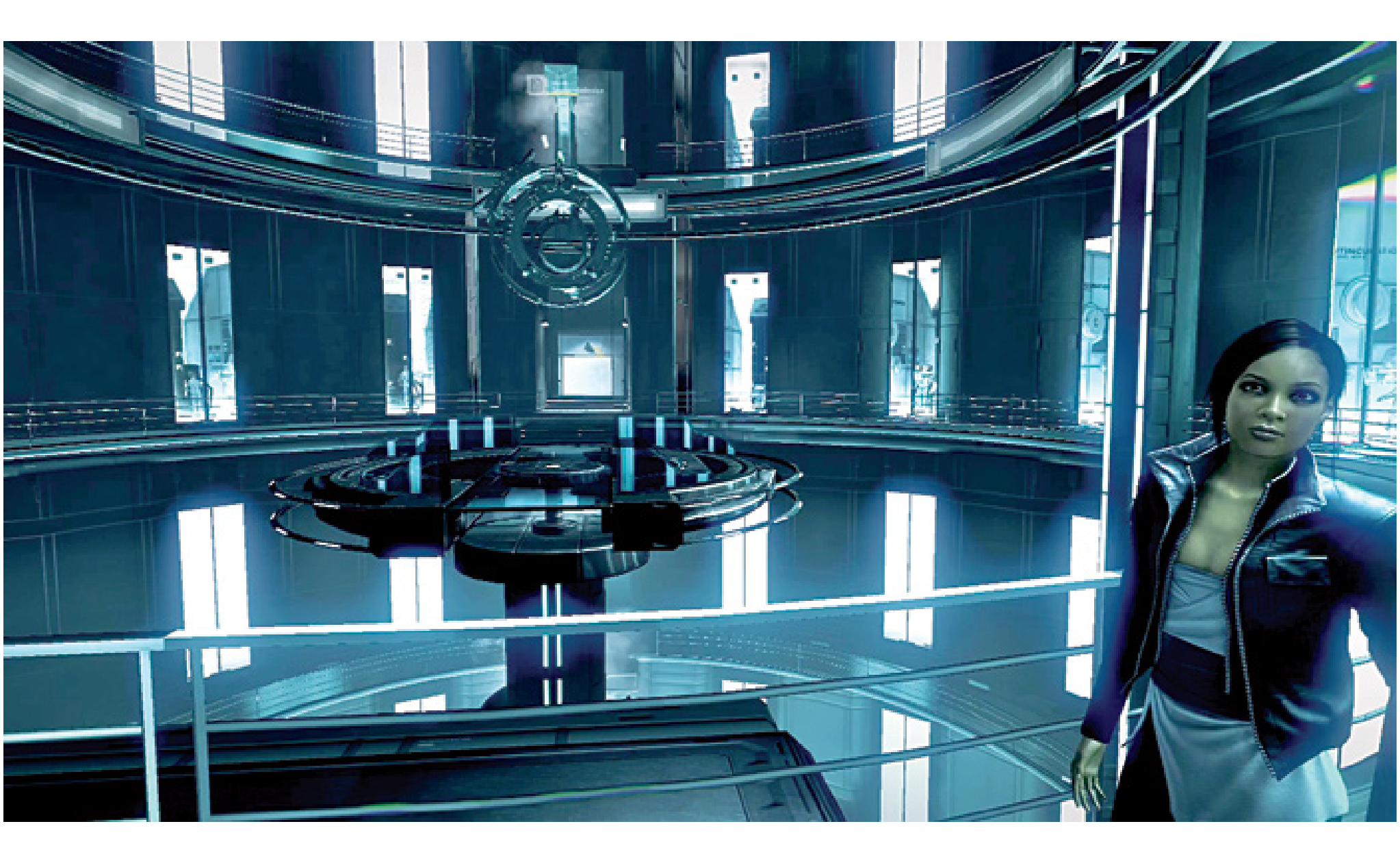
/ end of entry



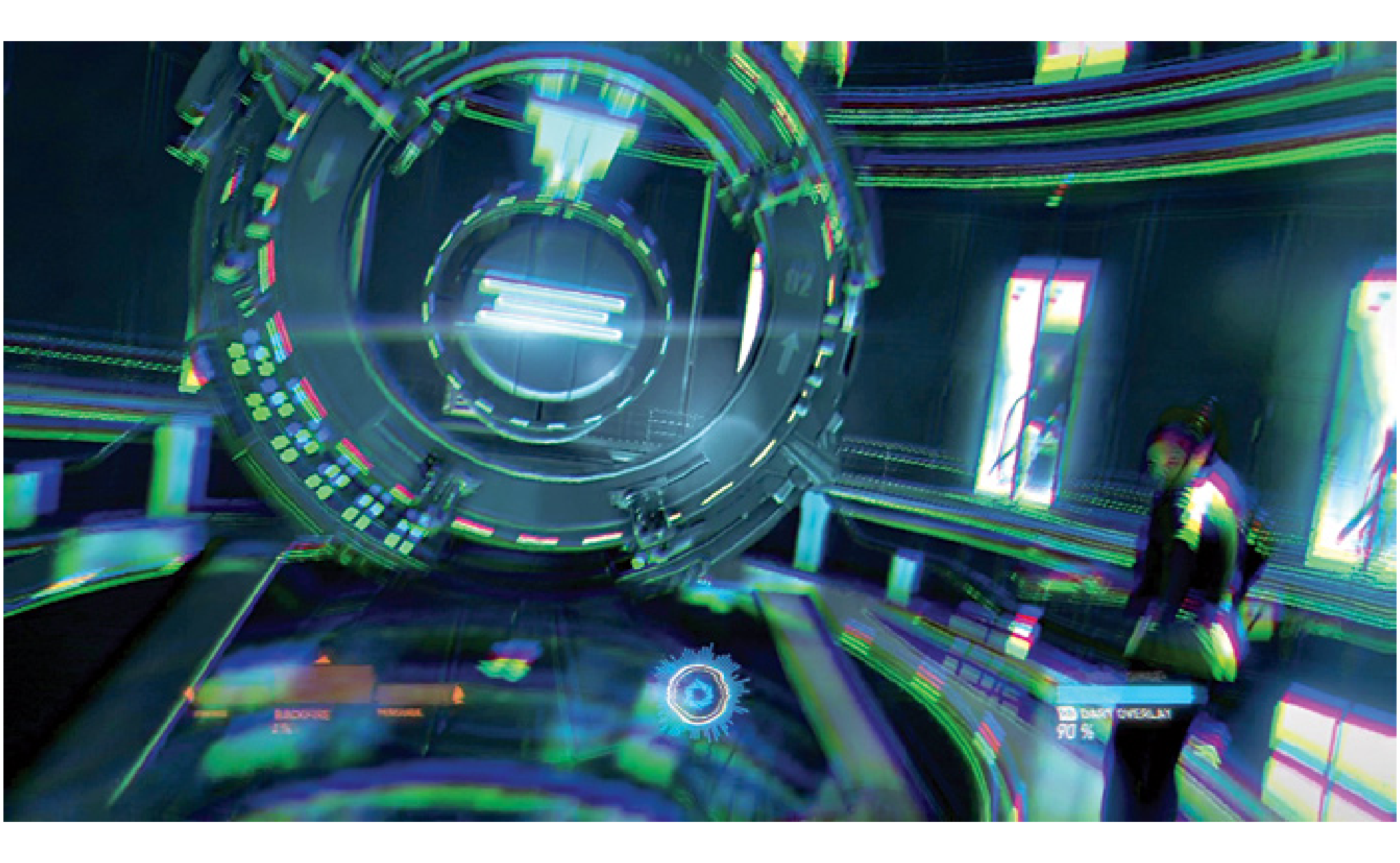
Breach the controls above the two people to activate surveillance. Now you can see and hear the conversation between Merit and Lily.



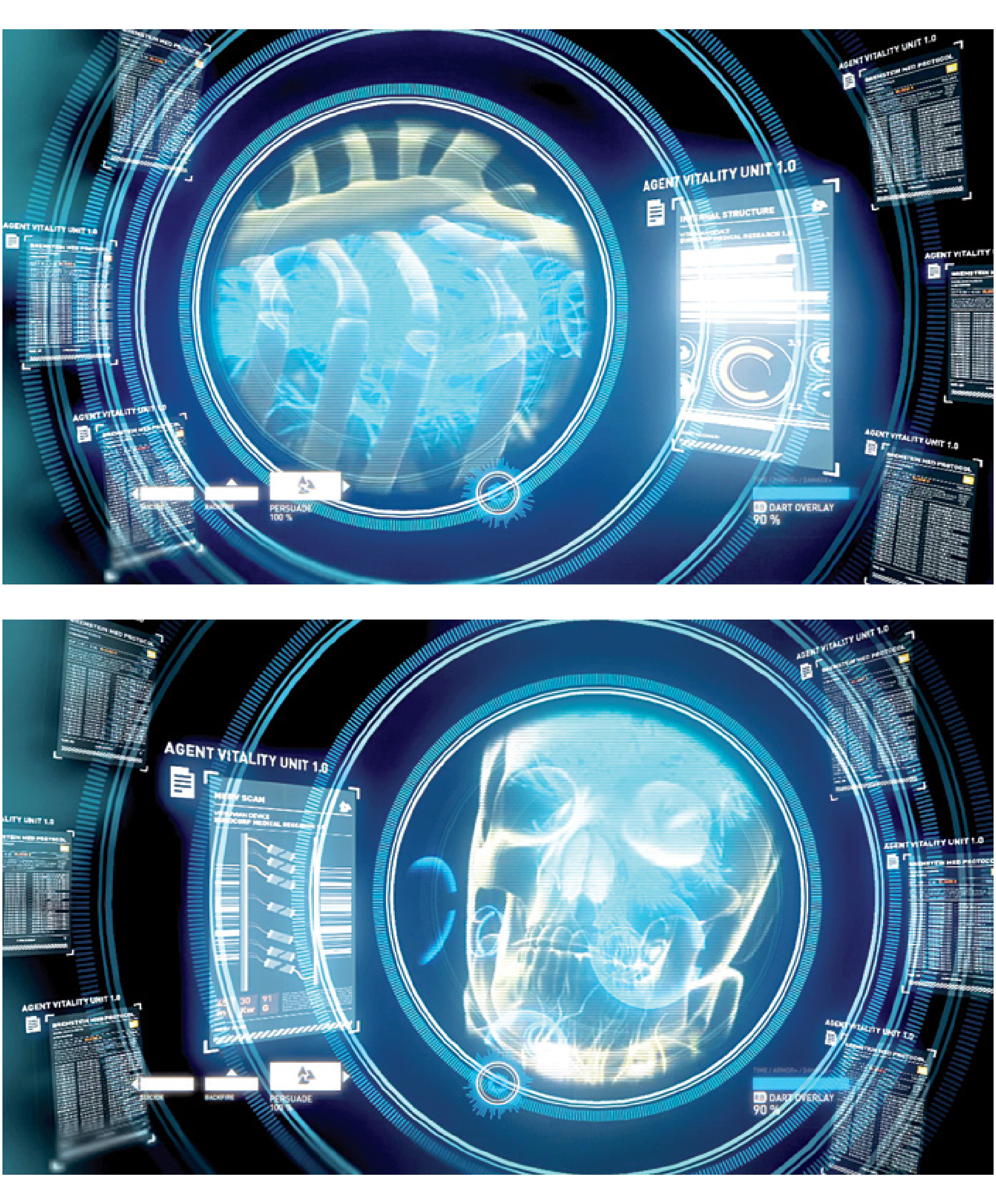
After Merit leaves, the barrier is raised. Walk forward to Lily's chamber and press the action button by the control panel to release her.



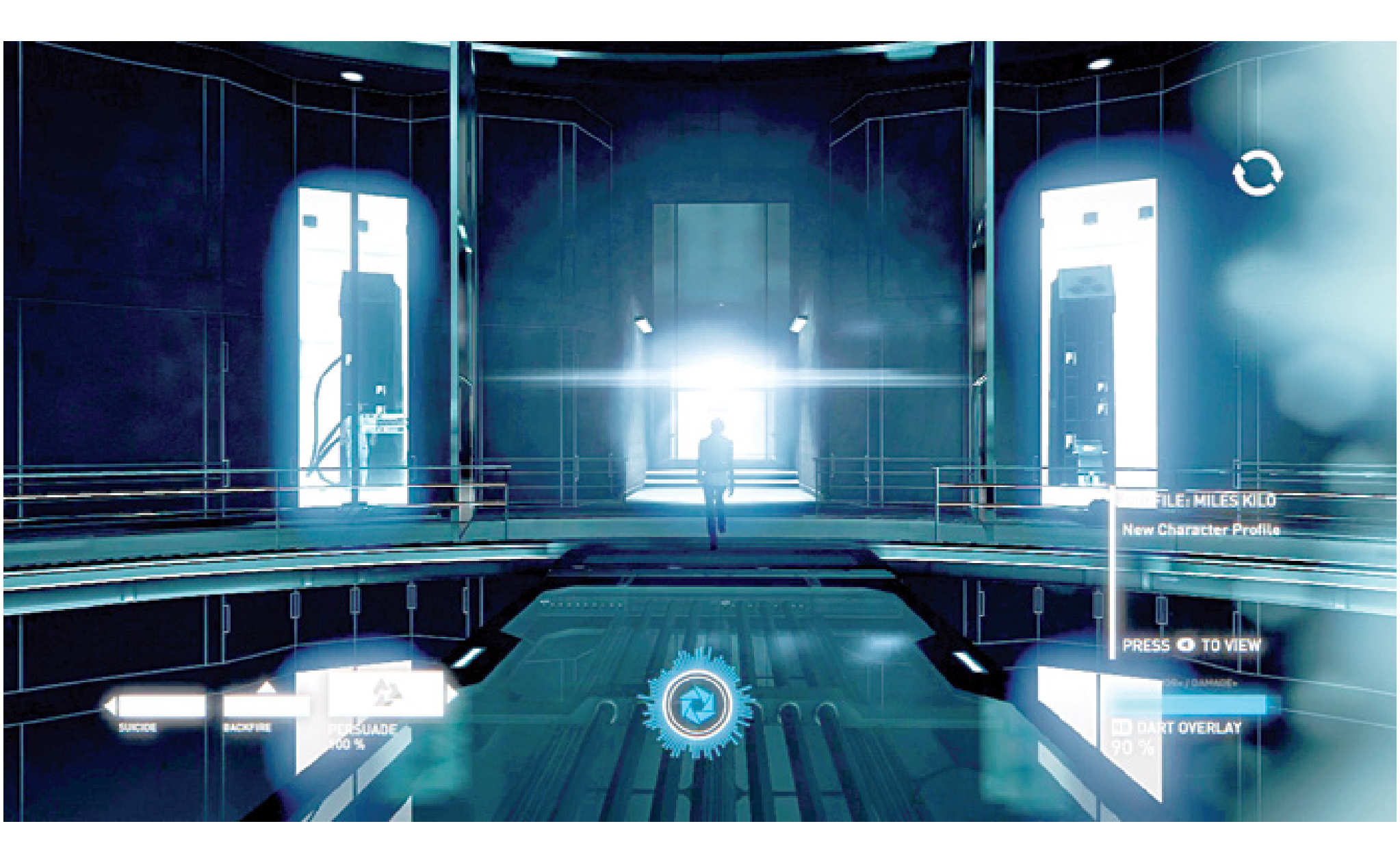
Once Lily has recovered, she explains what Denham has done to you. She is going to help you.



Follow Lily to the Vitruvian device. Once it is in position, walk up and climb into the device.



It restores your chip functionality as well as your health. In addition, it gives you an upgrade for your chip. Choose a new ability.



Once the healing is completed step out of the device and follow Lily.

### New Character Profile

**PROFILE:** MILES KILO

**/ PROFILE ENTRY**

**Name:** Miles Kilo (male)
**Age:** 27 (19, Cell Growth Acceleration)
**Position:** Agent, New York Office
**Affiliation:** EuroCorp
**Clearance:** Grade 13, Black Stripe

**BACKGROUND**

Kilo is a product of the AOP initiative put in place by EC New York's research wing in the late forties. His parents were eliminated when he reached the practice-mandatory eighteen-month age limit and he was recovered intact.

Home environment to that date was loving and stable, data-mining research indicated high levels of intelligence, physical resilience and drive in low social status parents, making the child an ideal candidate for Favored Son.

**/ activation_ AOP_311M_0801:** Miles Kilo

Kilo was indentured at the EC Manhattan crèche in 2052 and subjected to standard protocol AOP treatment and DART 4.7 chip installation before entering Agent training 2054.

**/ Agent.Operations:** assignments Preliminary Ops 2061—63; New York, Chicago, Mexico City.

Full Agent status conferred 2064.

Subsequent operations; Mexico City, Miami, New York, seconded to Rapid Deployment Force 2067 Jakarta, Singapore, Western Australia.

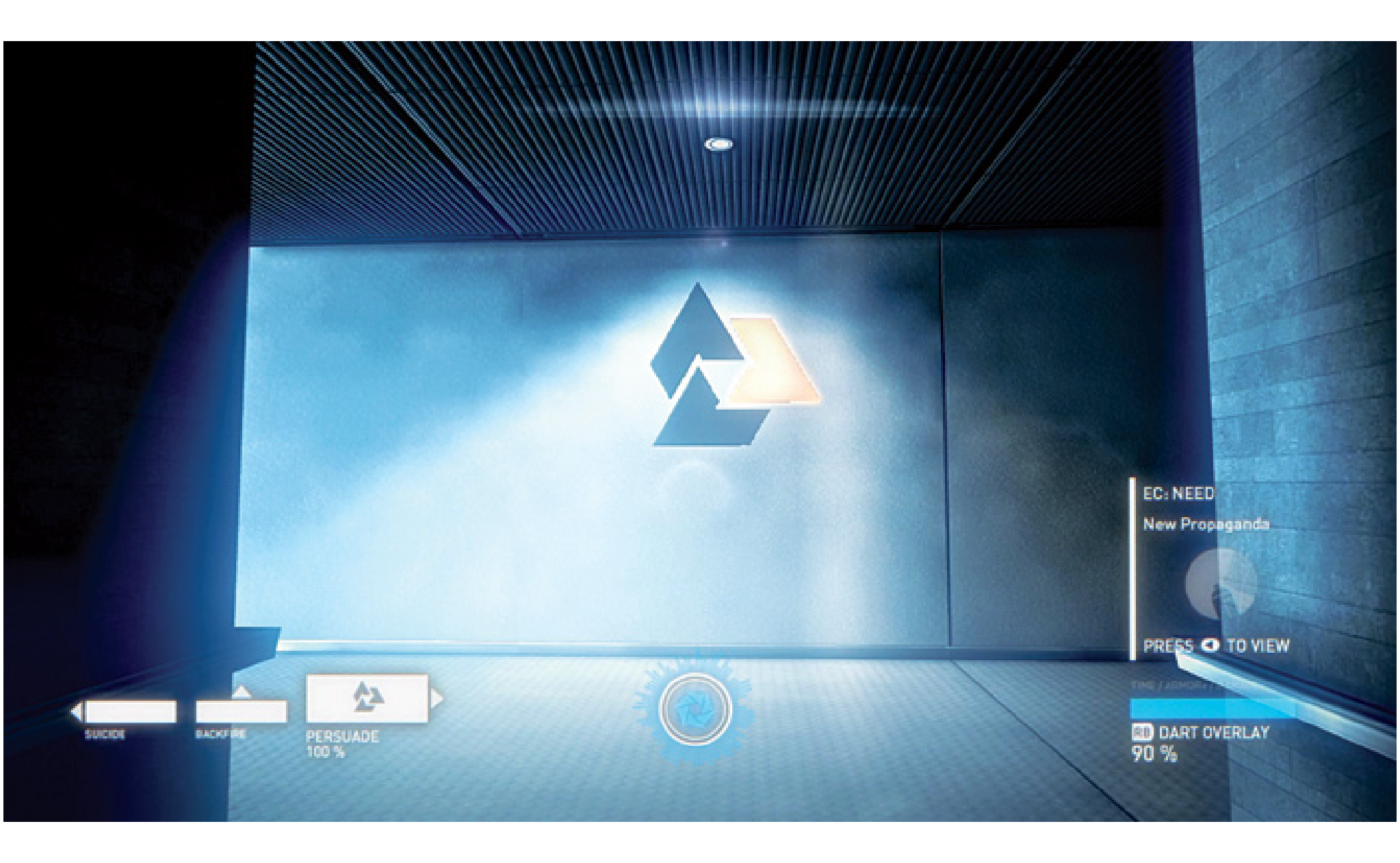
**/ Agent.Operations:** blackStripe.research Enrolled into Black Stripe program in 2068 for prototype research.

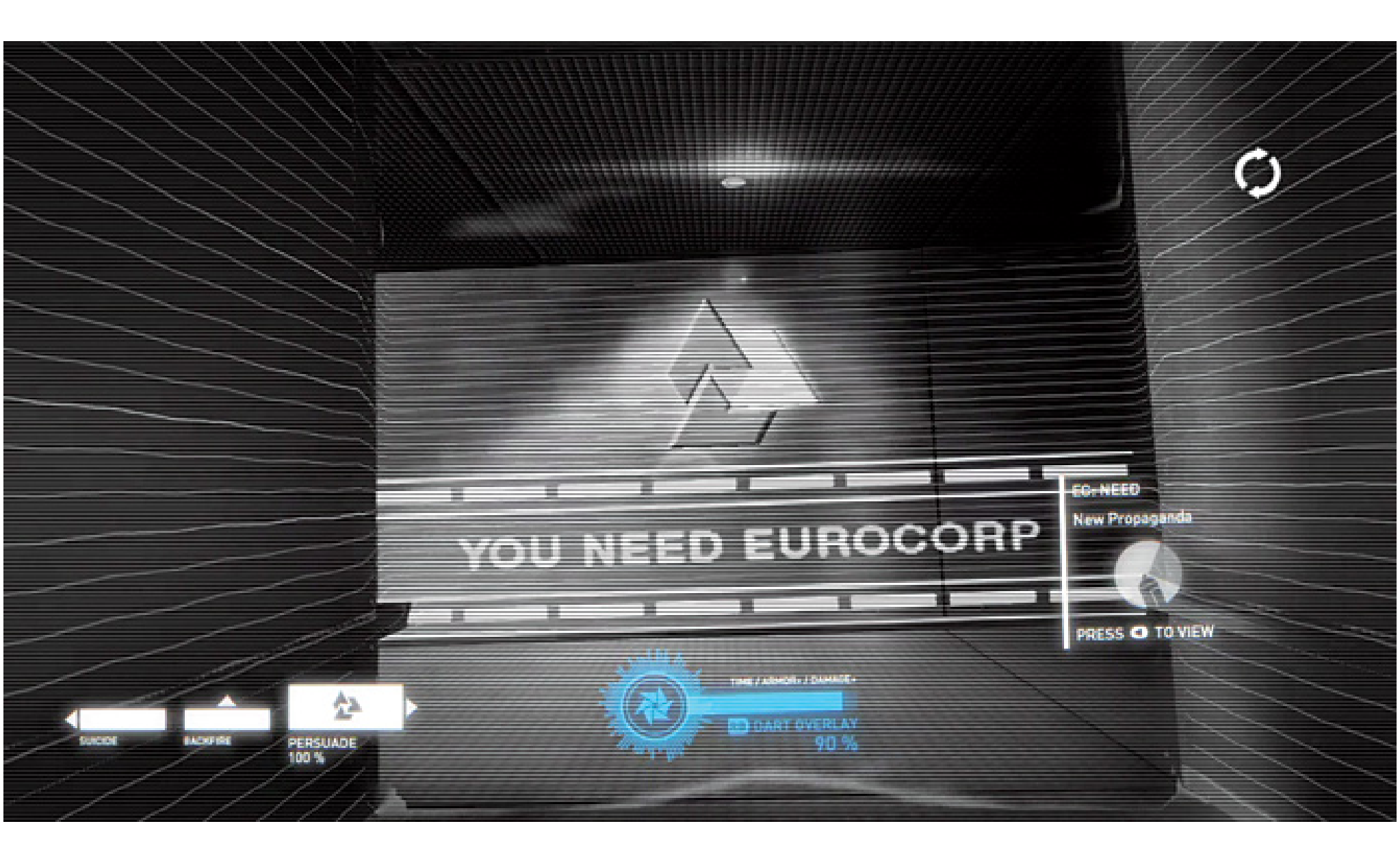
**/ AOP_development.report_0115862**

Kilo shows a resilience and flexibility of mind often found lacking in other Agents. This trait renders him somewhat unpredictable in loyalty terms, but suits him well for experimental duty. Suggest immediate secondment to the DART 6 trials program, under Dr. Lilian Drawl.

In the event that the new DART software causes any kind of unforeseen psychological or biotech blowback, Kilo is eminently replaceable due to mid-level Agent status.

/ end of entry





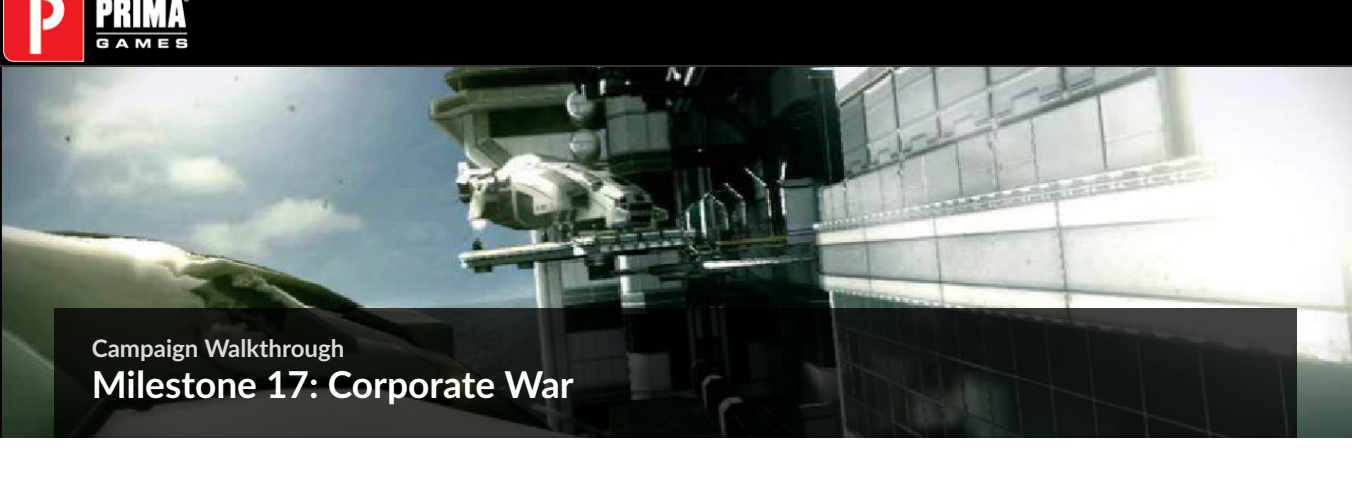
As you are following Lily out of the area, look at the EuroCorp logo directly ahead of you. Activate your DART overlay to see the hidden propaganda. Continue forward to complete this milestone.

### New Propaganda

**EC:** NEED

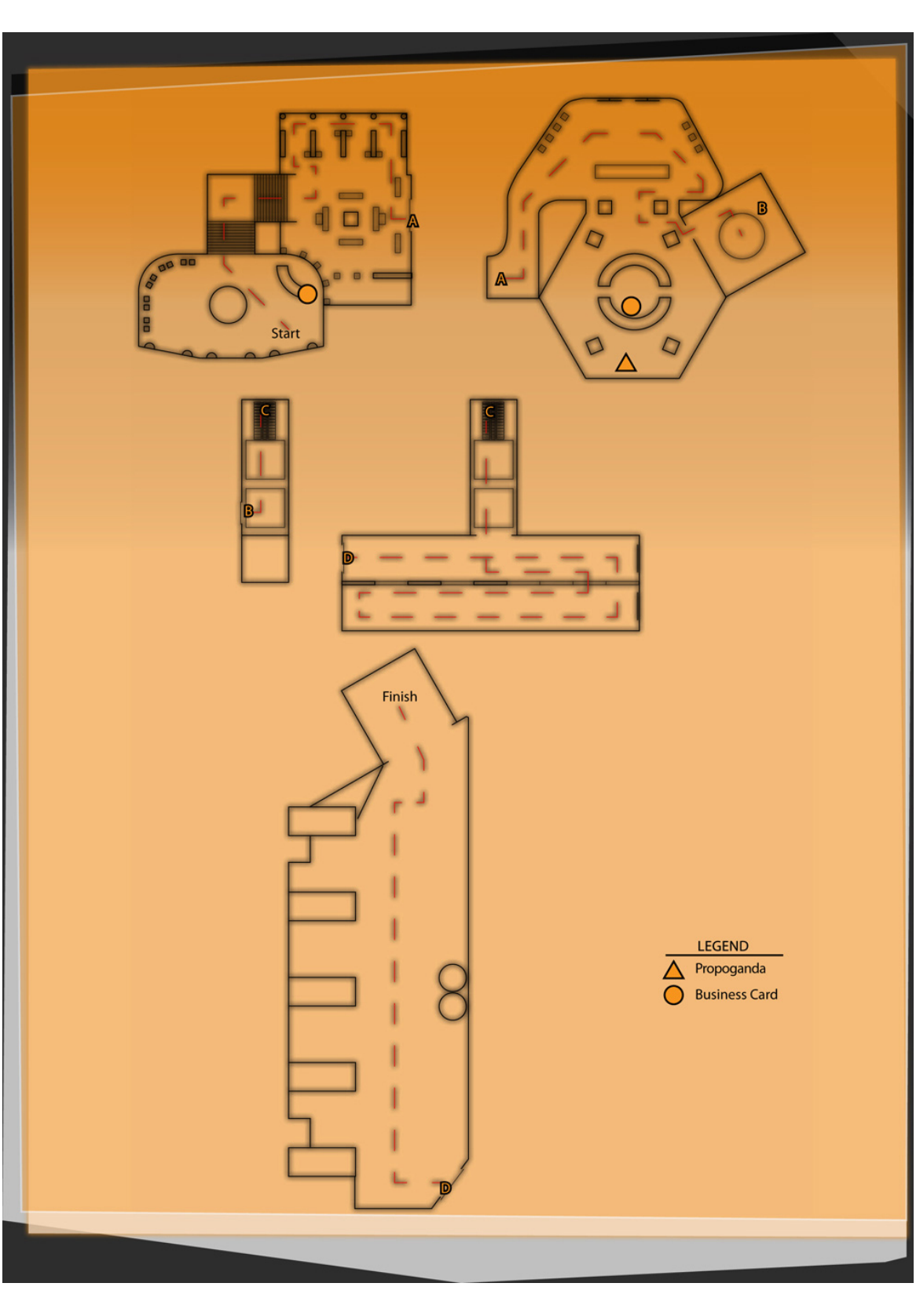
**"YOU NEED EUROCORP."**

—EuroCorp



Campaign Walkthrough

# Milestone 17: Corporate War



## Reach the Spire Access

Lily and you are riding up an elevator to the top of the spire when EuroCorp comes under attack by Cayman Global. It looks like you are going to have to fight two armies instead of just one.

When the elevator reaches the appropriate floor, the doors open to reveal a lobby with dead soldiers and civilians all over.

### New Location Intel

**NEW YORK: EUROCORP SPIRE**

**/ LOCAL TARGET**

**Target type:** The Spire, EC Manhattan Complex (building)
**Affiliation:** EuroCorp
**Function:** R&D/Intel Gathering/Agent Operations/ Consumer Relations

**INTEL FEED**

The EuroCorp Manhattan Complex, commonly referred to as the EuroCorp Spire, is perhaps the most dominant feature in the skyline of modern New York. Standing 830 meters above sea level it is described by Cybertecture Today magazine as the most intelligent building in mainland America, the third most intelligent on planet Earth.

Built to celebrate the passing of the Syndicate Liberalisation Act in 2039, its AI system and self-regulating datacores went live on July 4th 2041. The Spire is the nerve centre of EuroCorp operations in the Americas market, governing all dataflow within that space and meshing directly with EuroCorp Geneva for strategic global context. In compliance with EuroCorp operational protocols, the building operates a full executive segregation barrier at floor 47. Levels below the demarcation are home to the prestigious Consumer Product Research wing and provide office and work space for 3,327 employees. Upper levels, beyond the barrier, house classified research and development for military and security contracts, an access hangar and landing platform, and the executive command suite. The upper level floors house 518 employees, with a dedicated command suite staff of 27.

All Agent operations are handled from the command suite, with direct access through the human resources bio-engineering shaft, coordinated via the datacores and strategic AI governor. All Spire defences are military grade.

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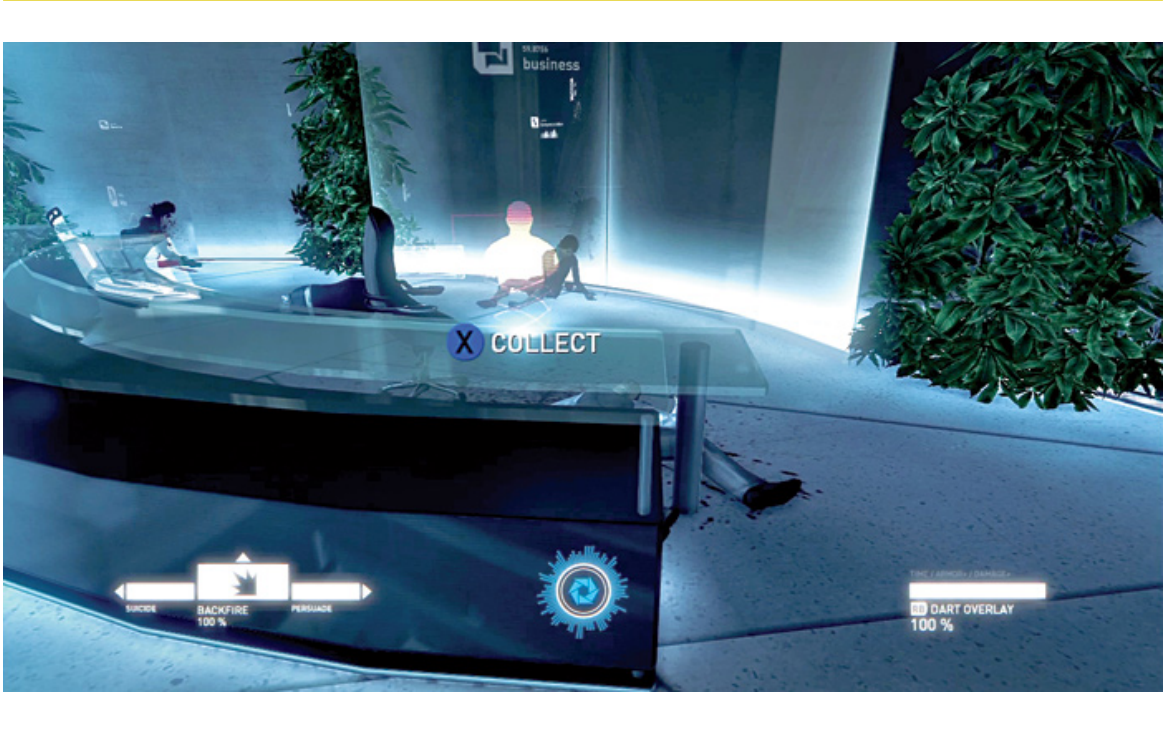

Since you have no weapons, pick up some from the bodies. Then walk over to the counter on the right side to collect a business card.

### New Personnel Log

**MARY SINCLAIR**

**/ PROFILE ENTRY**

**Name:** Mary Sinclair
**Age:** 45
**Position:** Accounting
**Affiliation:** EuroCorp
**Clearance:** Grade 10

**LOGGED ENTRY**

/ EC_sec.wiretap: ID156674-D4

I know exactly what you mean. I was thinking the same thing when Leonard dragged me off to my first meeting ... but they really made me open my eyes. There's another world out there, Christine, waiting to be built. A world that isn't made up of corrupt and faceless governments and morally bankrupt mega-corporations. The Church of the New Epoch is that future, and I want to share it with as many people as I can. Come with me to the meeting tomorrow, and you'll see. I promise you won't be sorry...

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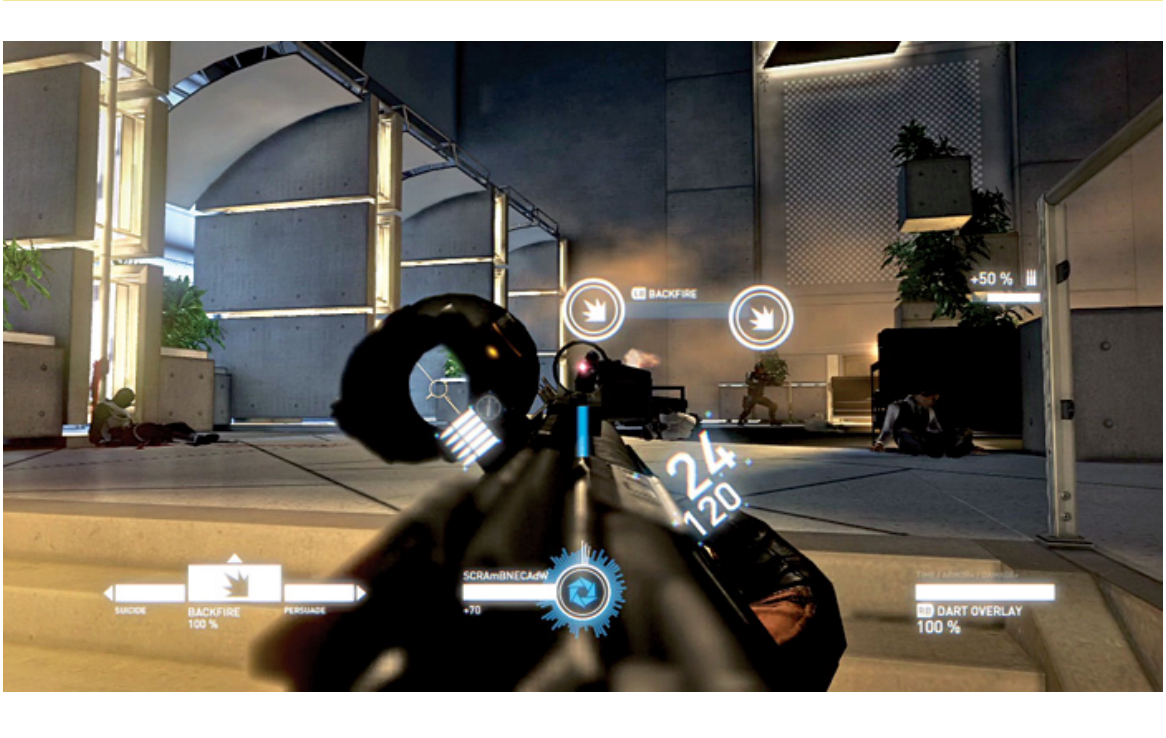
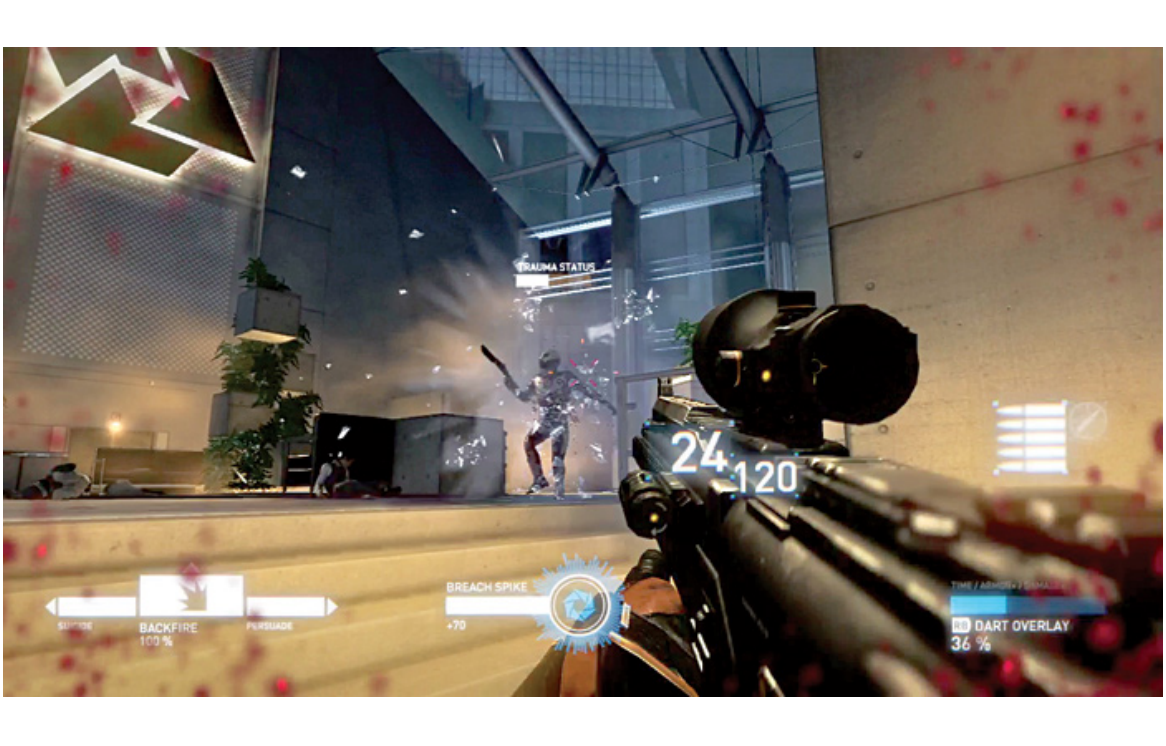


Once you have an assault rifle and all the ammo you can get, head up the stairs to find a firefight taking place. Euro- Corp soldiers are firing from behind cover at Cayman Global troops disembarking from a dropship.

They are at a stalemate, so take out the EuroCorp soldiers first, then get ready to take on the other troops.

The dropship unloads a liquid soldier, a jammer, and regular enemies. Take aim through the scope of the assault rifle and kill the jammer first so that you can then breach the liquid armor.



After crystallizing the armor, switch to full auto firing mode and blast away at the liquid soldier.

He does not hide behind cover, so he's an easy target. Withdraw if you must but keep him at a distance so that his shotgun is not as effective against you.

Just as you defeat the first wave, more soldiers rappel in on the left side of the area. Since more enemies are coming, use the Persuade app on one of them and then let him help you fight.

When combat slows down a bit, move around to pick up ammo. Also get either a TAR-39 or a gauss gun to use along with your assault rifle.

A new enemy arrives now. The electro-armor soldier is one tough nut to crack. He is armed with a laser rifle and is invulnerable until you breach his armor to short-circuit it. This is when a gauss gun comes in handy. Target this soldier and fire at him from behind cover.

After inflicting damage, the electroarmor's backup comes online. You need to breach it again. Then keep hitting him until he goes down. The armor gives off electrical arcs when it is destroyed that are fatal to nearby enemies.

Therefore, when you see an electro-armor soldier, concentrate on killing him first and then using the resulting electrical arcs to kill other enemies.

### New Threat Profile

**THREAT: ELECTRO-ARMOR**

**/ THREAT ANALYSIS**

**Type:** Electro-Armor Soldier
**Feature:** Electromagnetic reactive armor
**Manufacturer:** NRT Systems AG (EuroCorp

**TACTICAL SUMMARY**

Vaporizes solid-type projectiles up to 20 mm range.

Breaching dumps stored capacitive charge, making armor vulnerable.

Enough physical damage to the conductive plates will remove its capacitive abilities, rendering it useless. Backup conductive plates will take over if primary system is destroyed.

Deadly capacitive discharge occurs when armor is destroyed.

**INTEL FEED**

Developed in 2067 by NRT Systems AG, a subsidiary of EuroCorp. To limit the chance of this design falling into the hands of other Syndicates, deployment has been limited to executive bodyguard service and defensive actions on EuroCorp territory.

Offensive deployment into enemy Syndicate territory requires director-level signoff from Geneva.

A suit of electromagnetic reactive armor protects its wearer by having overlapping conductive plates that act as powerful capacitors. These capacitors dump a high amount of energy into the penetrating projectile, turning it into plasma and negating the attack. An advanced ceramic mesh dissipates thermal attacks.

A massive electrical charge runs through the armor, normally safely stored in the conductive plates. If the armor sustains heavy damage, its storage ability becomes highly unstable, and the remaining charge will be dumped, generating fatal electric arcs.

/ end of entry

### Coil

**/ PRODUCT SUMMARY**

**Model:** COIL
**Manufacturer:** Accelle-Sys Industries, A.E.A. Division (EuroCorp)
**Projectile:** H.I. laser (cont)
**Weight:** 30.2 lb (13.7 kg)

**TACTICAL SUMMARY**

**Primary Fire:** Hold to fire continuous beam (2 sec).
**Secondary Fire:** Single shot pulse beam (0.05 sec), burning through low grade covers
**Additional:** Weapon overheats after maximum use. This will activate the automatic heat-dissipation mode.

**INTEL FEED**

The COIL is a long-range combat laser rifle developed by Accelle-Sys Industries' Advanced Energy Armament Division in 2067. It was primarily designed for mechanized military infantry. The COIL uses an advanced infrared laser system.

When fired, the COIL creates a high-intensity, continuous laser beam that was originally intended as a portable missile defense system.

The COIL's alternate fire mode focuses the priming of the laser beam during a 0.05 second period for a maximum damage one-shot pulse energy projectile discharge.

The pulse energy projectile instantly vaporizes unprotected enemies and will penetrate most barriers. This firing mode causes immediate overheating.

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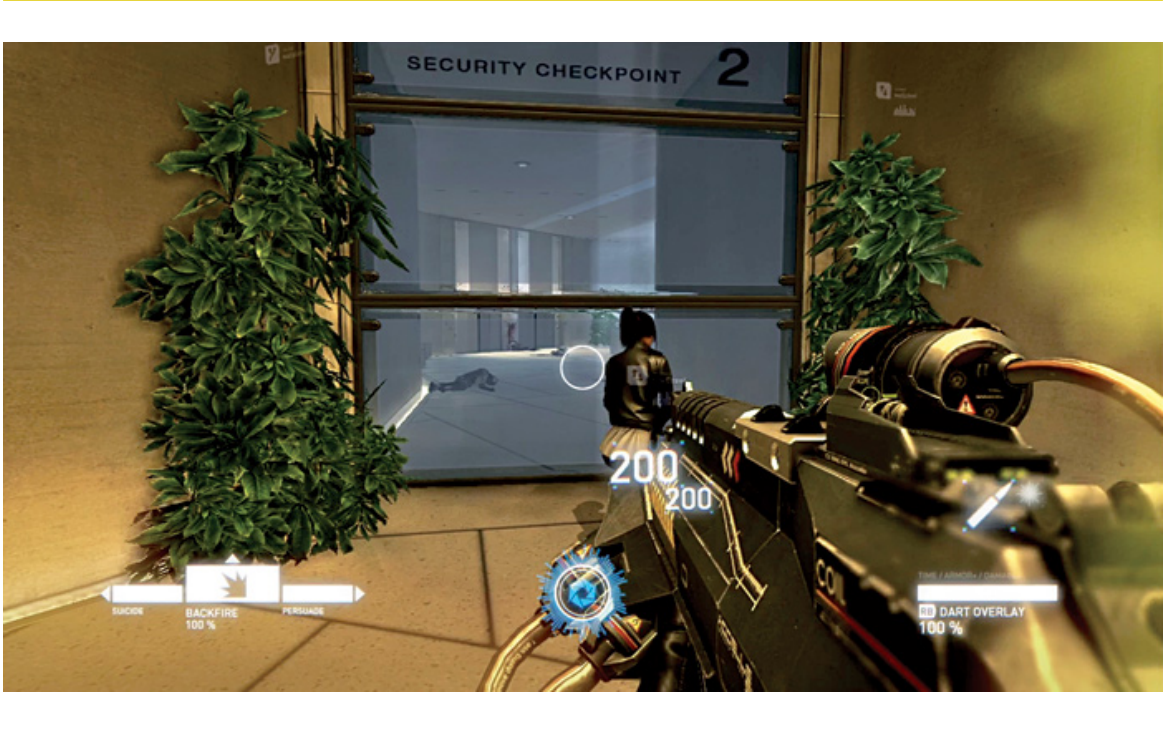


Once you defeat this last wave, the area is quiet. Pick up ammo and decided what weapons you want to carry.

You can try the COIL laser rifle, but it can be difficult to use—especially in the close-quarters combat found inside buildings. When you are ready, move to the door to security checkpoint 2 and wait for Lily to open it for you.

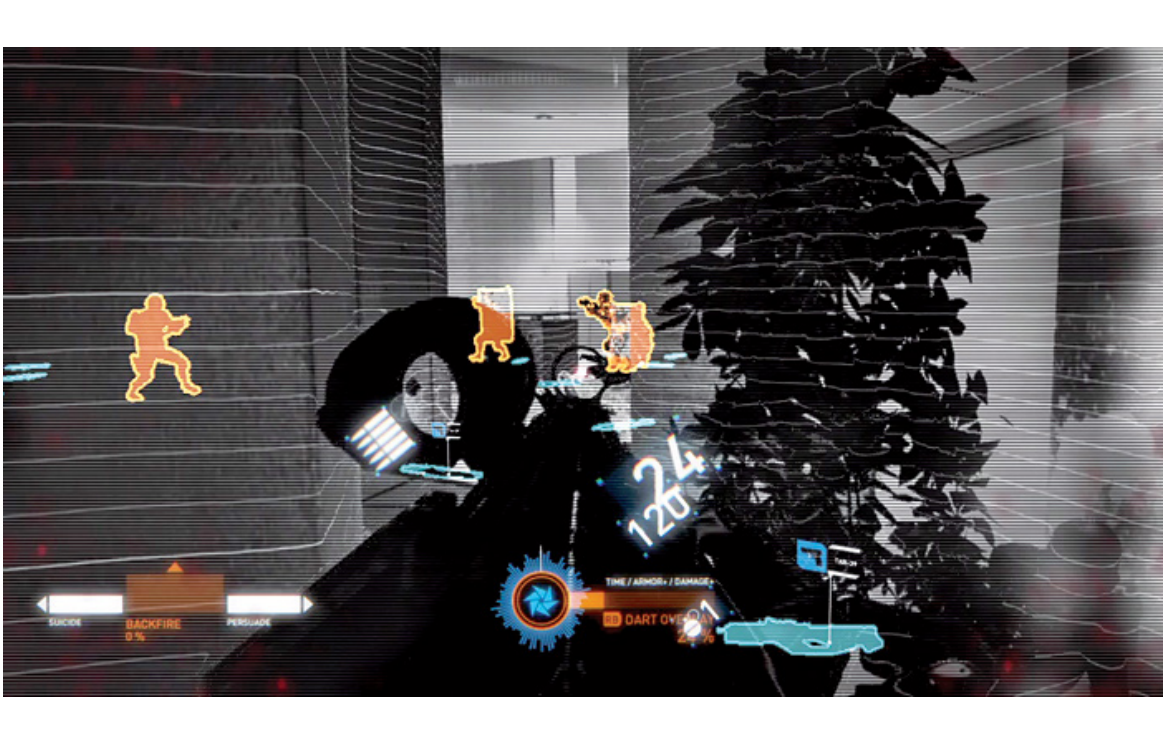
There are a few enemies behind the security checkpoint counters. Take cover and pick them off. You may have to rush forward to try to flank them.

As soon as they are dead, take cover behind the counter since a lot more enemies are headed your way.

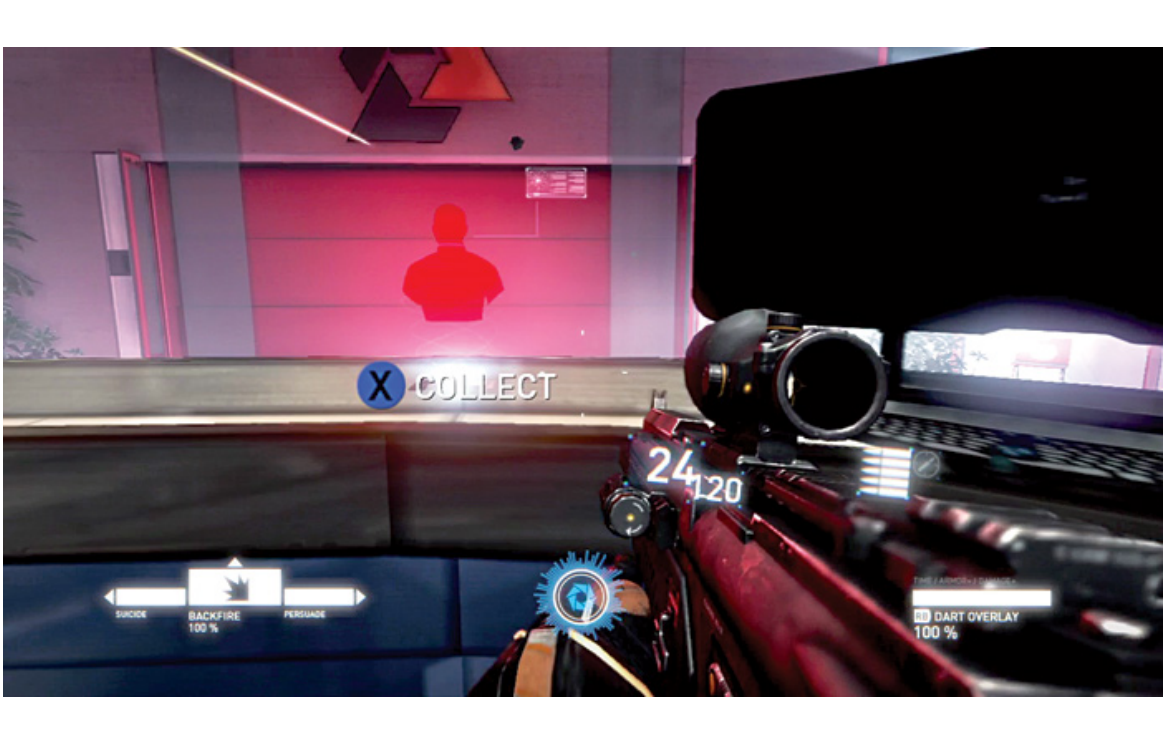
The next wave comes from the elevators near where you entered the area. They have a UAV drone with them. Overload its chip with a breach and then shoot it down. This is also a good time to use the Persuade app one of the enemies.

DEFUSE GRENADE

The second wave, which also includes a UAV drone, comes in right after you finish the first. Be sure to breach the grenades and then pick them up to throw back at the enemies. They are quite effective against bunched-together targets.



The third wave is quite large and includes enemies with riot shields. Use the Suicide app on one of the shield enemies and Persuade on another if it is charged up by now.



After defeating the waves of enemies, pick up the business card on the counter and add it to your collection. Scrounge around for weapons and ammo, too.

### New Personnel Log

**TERRANCE LYNCH**

**/ PROFILE ENTRY**

**Name:** Terrance Lynch
**Age:** 58
**Position:** Extraction Operative
**Affiliation:** EuroCorp
**Clearance:** Grade 14

**LOGGED ENTRY**

**/ EC_careerDebriefing:** employee 780999231

... I don't know. I guess there is one episode that stands out a bit. About fifteen years back, I was asked to lead the search for a missing patrol in one of the Pravitel-controlled Moscow's Downzone districts.

We went through the usual routine—apartment sweeps, random interrogations, anything we could think of that might provide a lead.

As soon as the raid started, most of the Downzoners made themselves scarce, but there was one middleaged woman who walked right up to me with three nervous-looking kids in tow. Triplets from the looks of it, malnourished. It was hard to tell their exact age, but maybe around eight. The woman introduced them as "Dmitry," "Maksim" and "Vasily" and tried to get whoever was listening to adopt them and give them a better life.

We all laughed and joked about it at the time, but later I heard someone from Command Section had actually adopted one of the whelps. Another ended up in an Aspari adoption program for the "Exceptionally Gifted" and the third went to South America and a Cayman-sponsored youth-treatment center. Those little runts probably make more than me now.

The missing patrol? We found them impaled, to a man, on a metal fence overlooking the Moskva river. Some were still alive, though not for long. I logged it as a complete asset loss and scheduled a retaliation purge of the entire district. I think I later saw that mother among the dead. Good thing for those kids they got out when they did.

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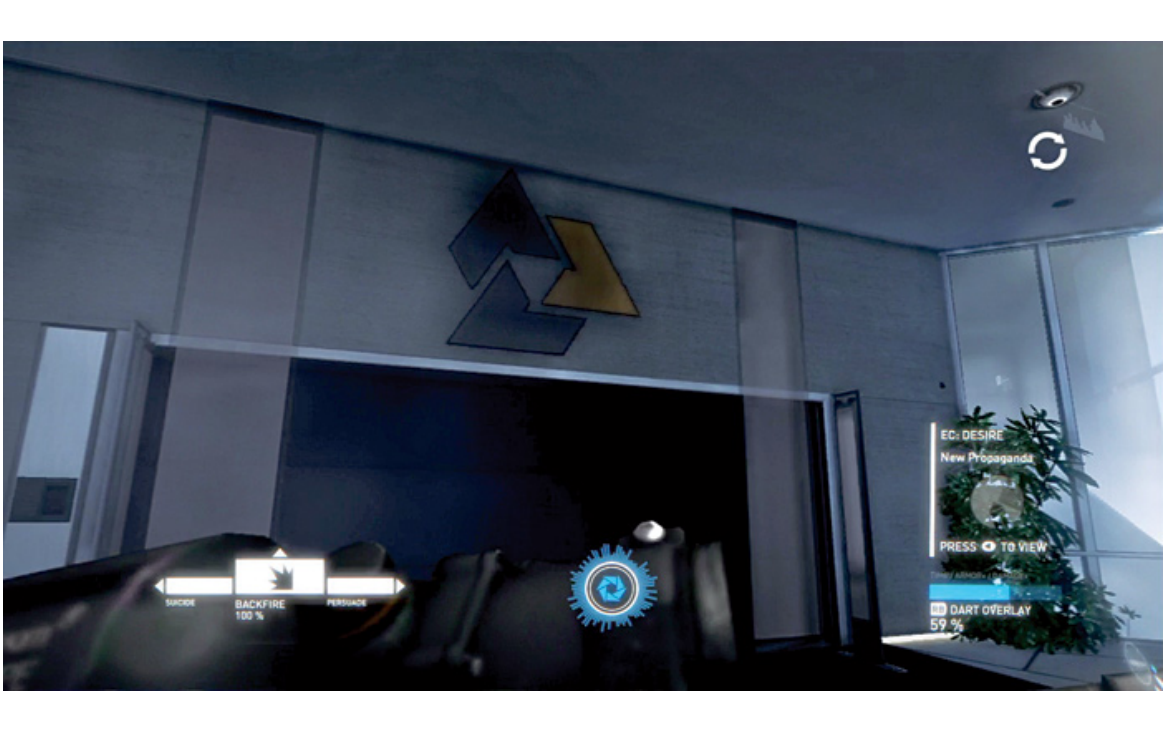

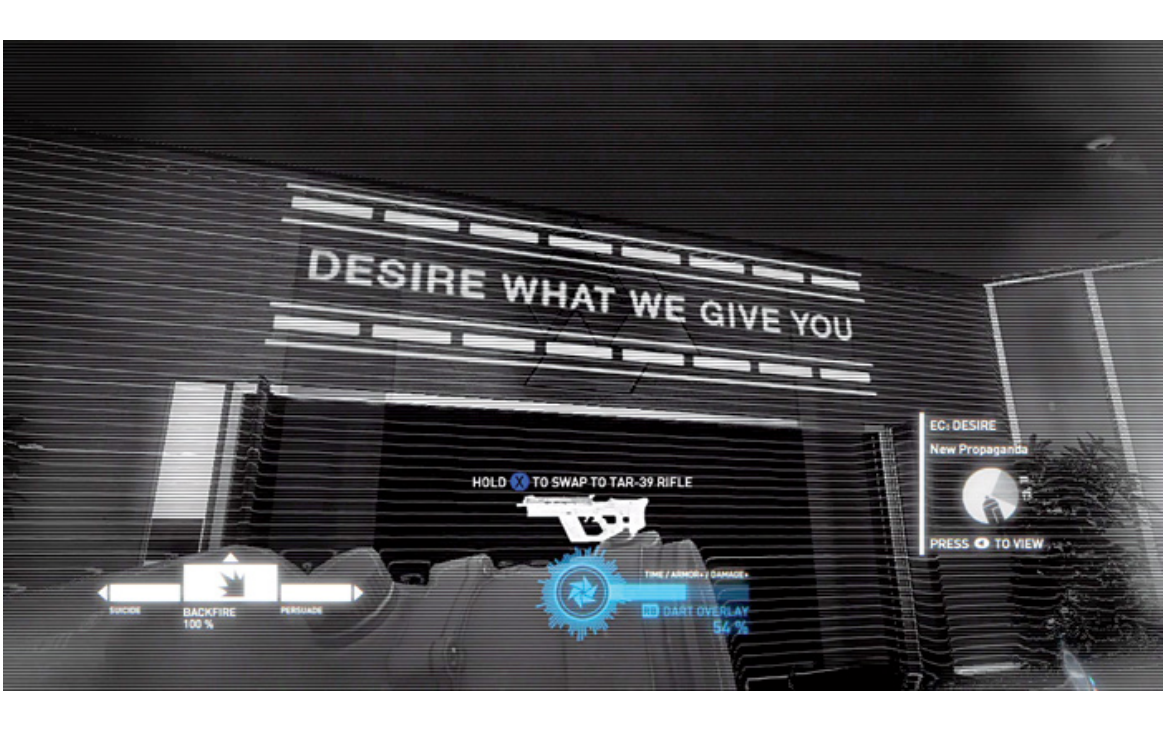

Also take a look at the EuroCorp logo on the wall behind the counter. View it with the DART overlay activated to see the hidden propaganda. You can also look for a bullhammer revolver, pick it up to add it to your database, then swap it for something else.

### New Propaganda

**EC:** DESIRE

**"DESIRE WHAT WE GIVE YOU."**

—EuroCorp

### Bullhammer

**/ PRODUCT SUMMARY**

**Model:** Bullhammer
**Manufacturer:** Accelle-Sys Industries (EuroCorp)
**Projectile:** .600 (double-action), 6-round cylinder
**Weight:** 62 oz (1750 g)

**TACTICAL SUMMARY**

**Primary Fire:** Single shot
**Secondary Fire:** N/A
**Additional:** Heavy-damage impact

**INTEL FEED**

Developed by Accelle-Sys in 2065 to provide EuroCorp law enforcement division and security forces with a sidearm powerful enough to stop augmented or shielded targets.

The Bullhammer is a fire-shot double-action revolver. Chambered for the powerful .600 cartridge, the Bullhammer packs quite a punch, but comes with quite a kick as well.

Even if it is fairly popular, it has been Accelle-Sys's only foray into revolver design.

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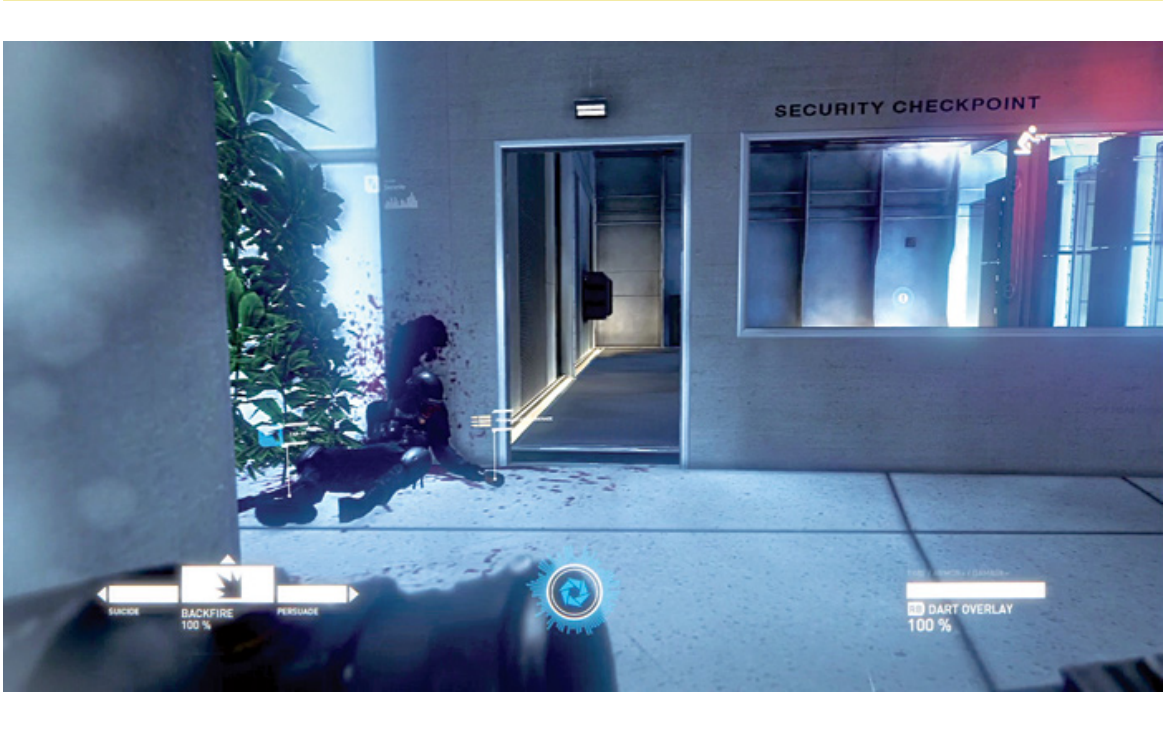
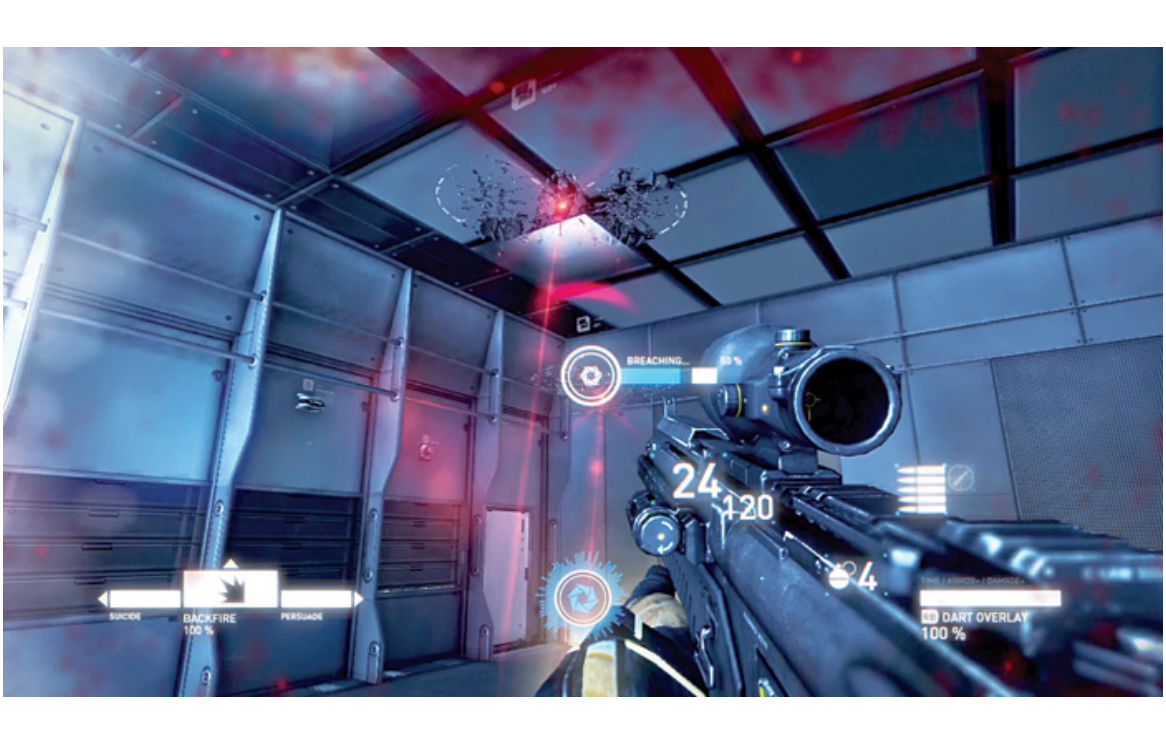


Lily needs your help to get past the lock control. Move into the security checkpoint room that she has opened.

As a virtual console rises up in the middle of the room. Walk up to it and activate it. However, instead of letting Lily unlock doors, you have triggered a security lockdown.

Metal shutters drop down over the windows and a couple of turrets drop down from the ceiling. Quickly breach each turret to disable them before they can hurt you.



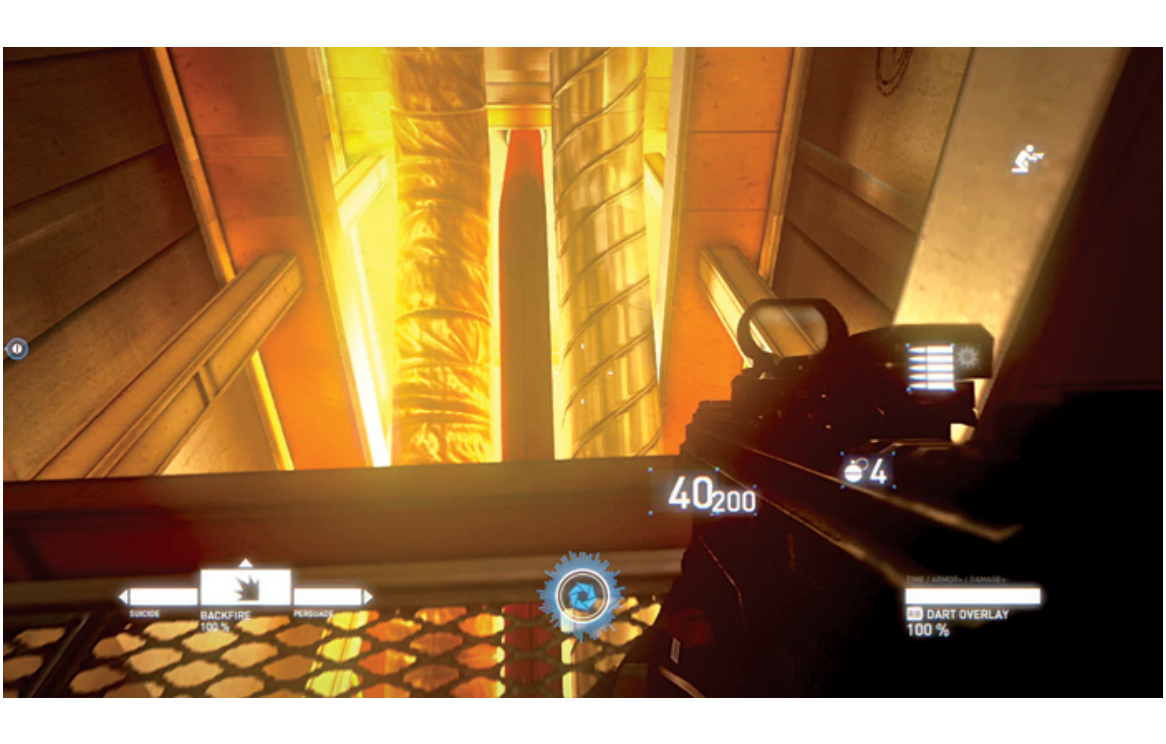
Next, a couple of UAV drones appear. There is no cover in this room, so you have to act quick. Breach the drones to overload their chips to disable their armor and then shoot them down.

## Locate the Roof Spire Access

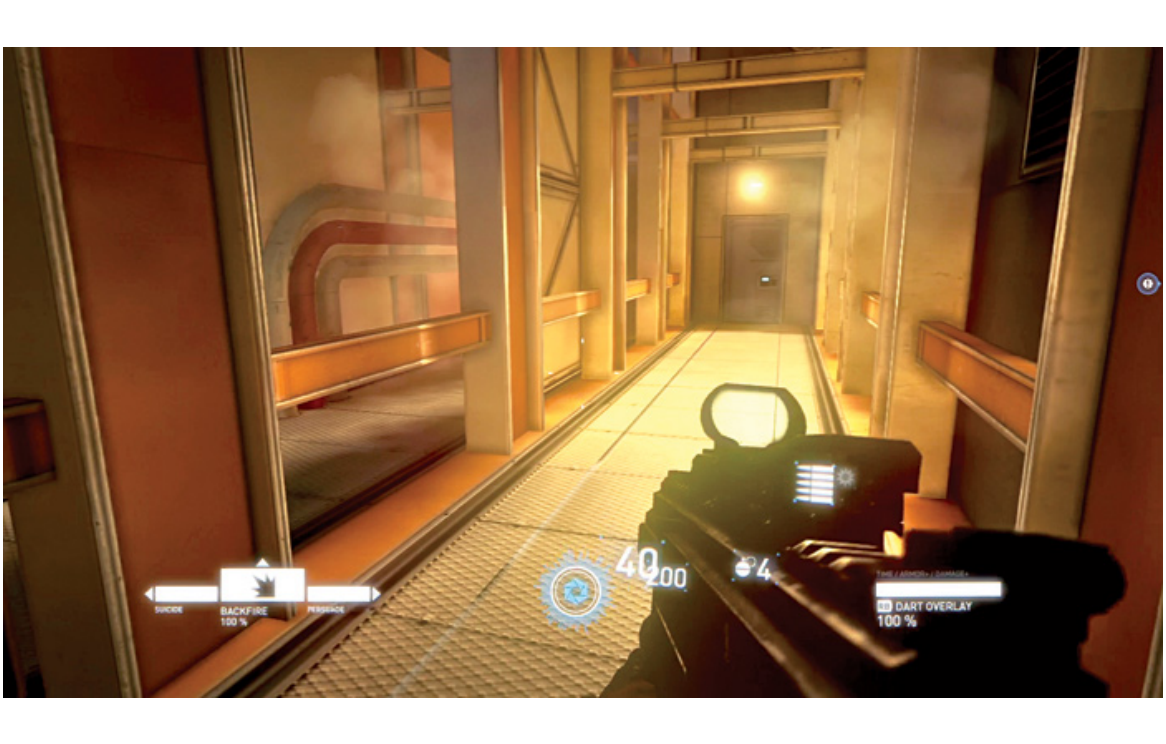
LOCATE THE ROOF SPIRE ACCESS
OPEN

There is a TAR-39 rack on the wall in this room. It is a good idea to pick one up. Ammo is usually plentiful since you can pick it up from dead enemies.

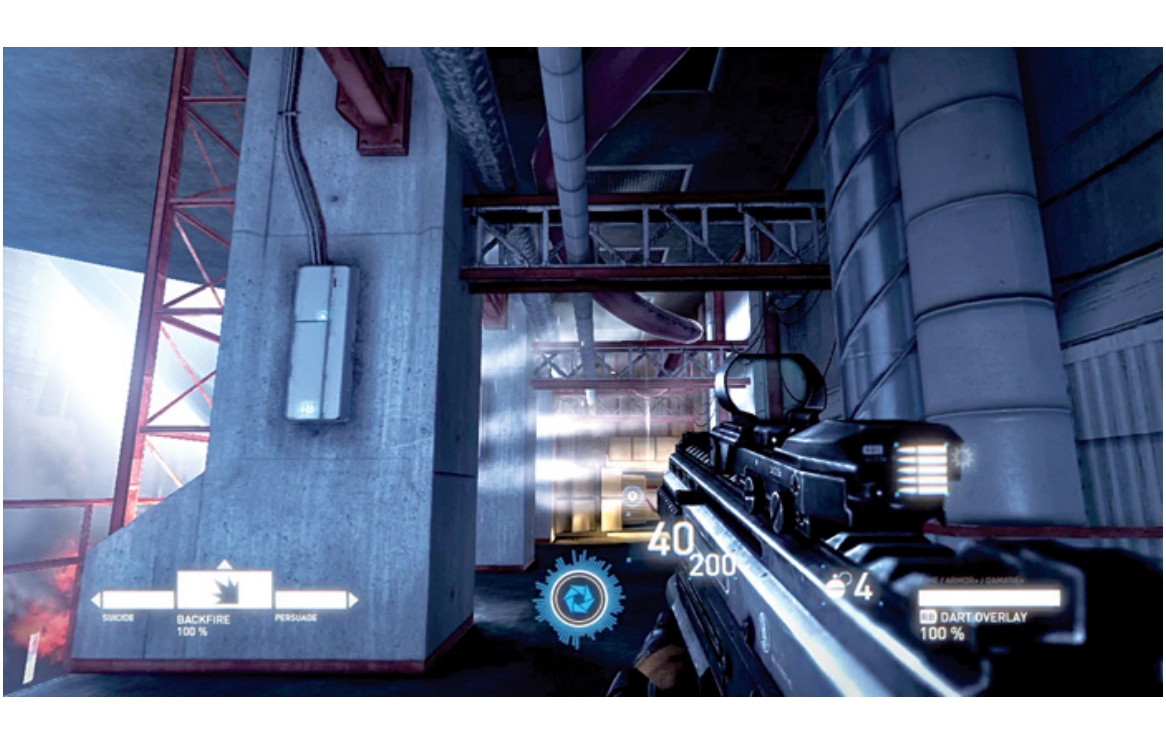
Plus, its grenade launcher can come in handy. Open up the access hatch by pressing the action button repeatedly.



Move into the maintenance access area and head to the left. Drop down onto some pipes and then follow them down to a walkway.

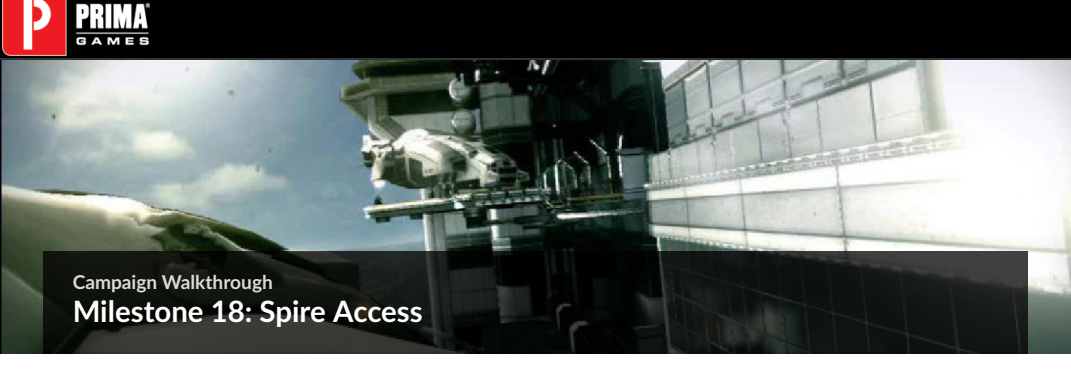


Take a right at the intersection and follow the walkway all the way to a door. Continue through the doorway.



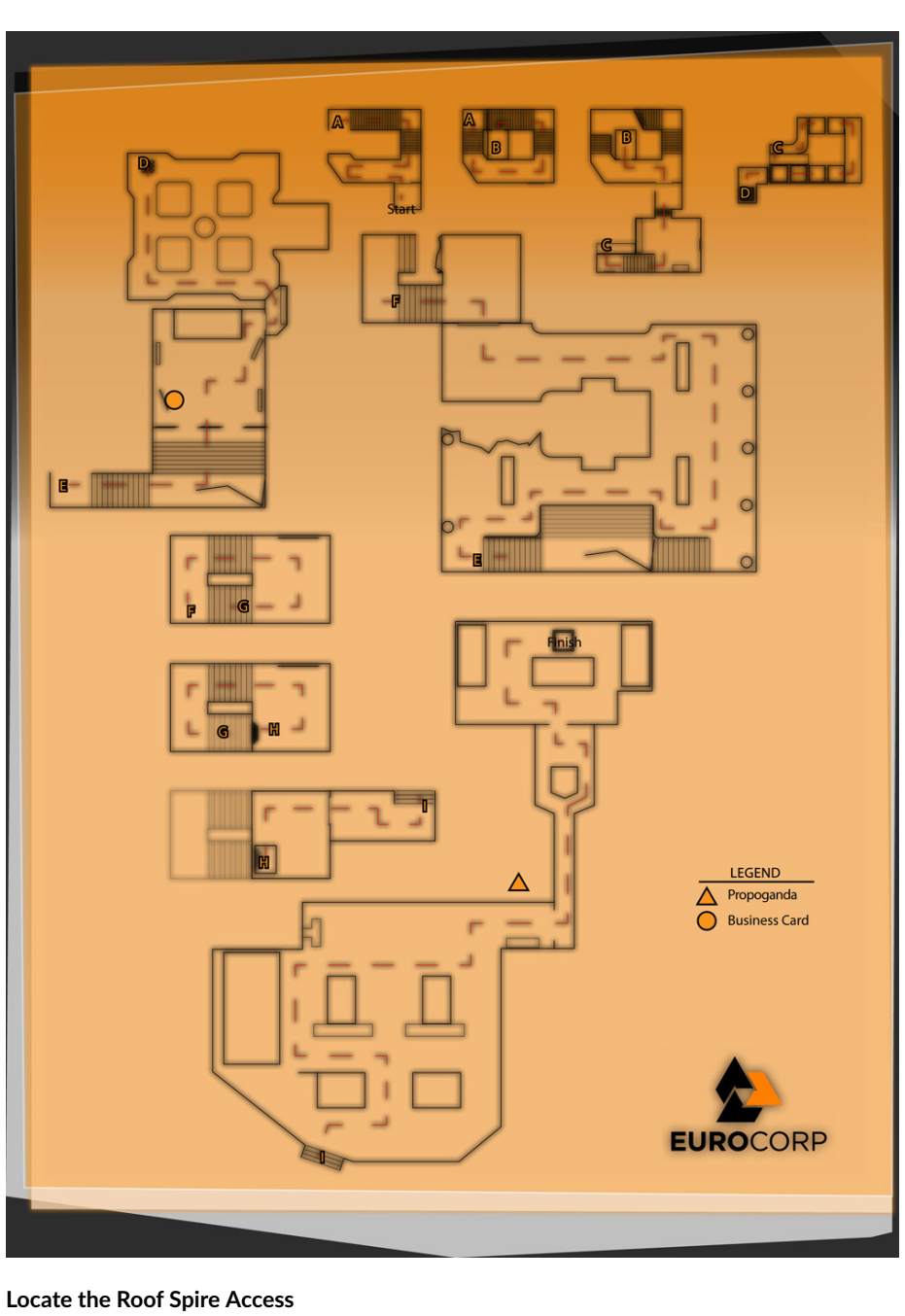
You find yourself outside on the edge of the building. There is nothing out here, so keep moving to the door at the end of the walkway.

After the door opens, enter an elevator and pull the handle to end the milestone.

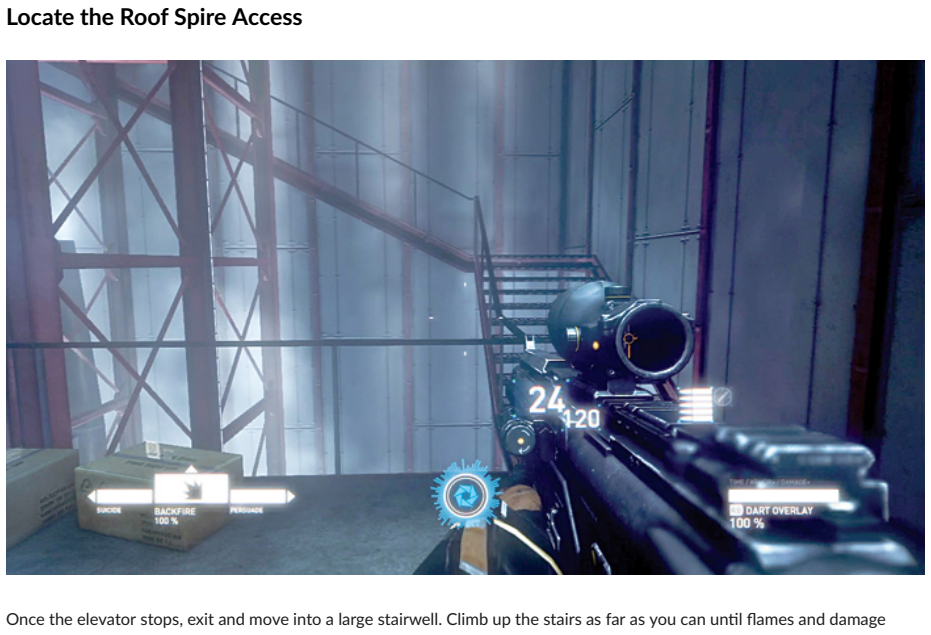


Campaign Walkthrough

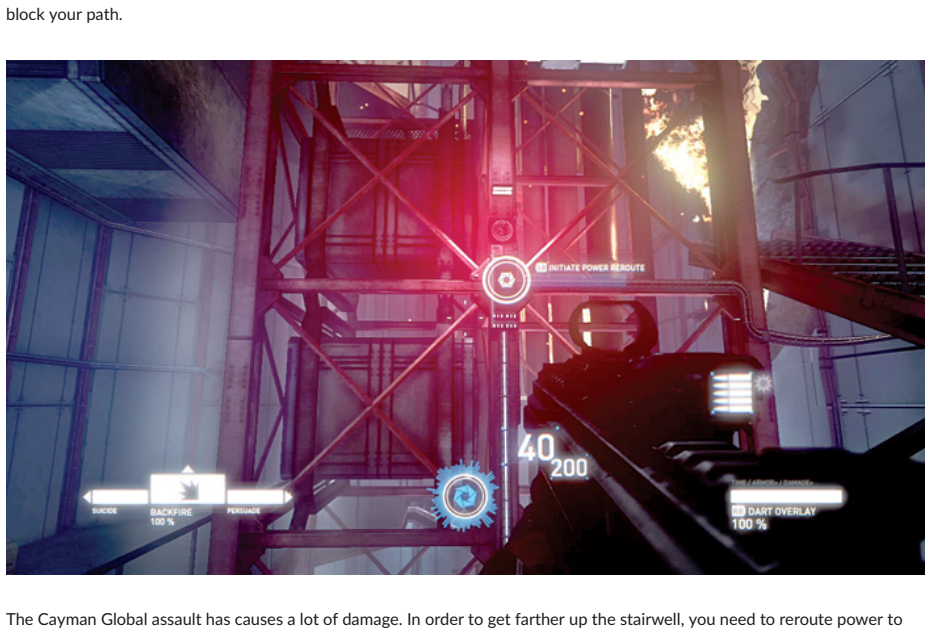
# Milestone 18: Spire Access



## Locate the Roof Spire Access

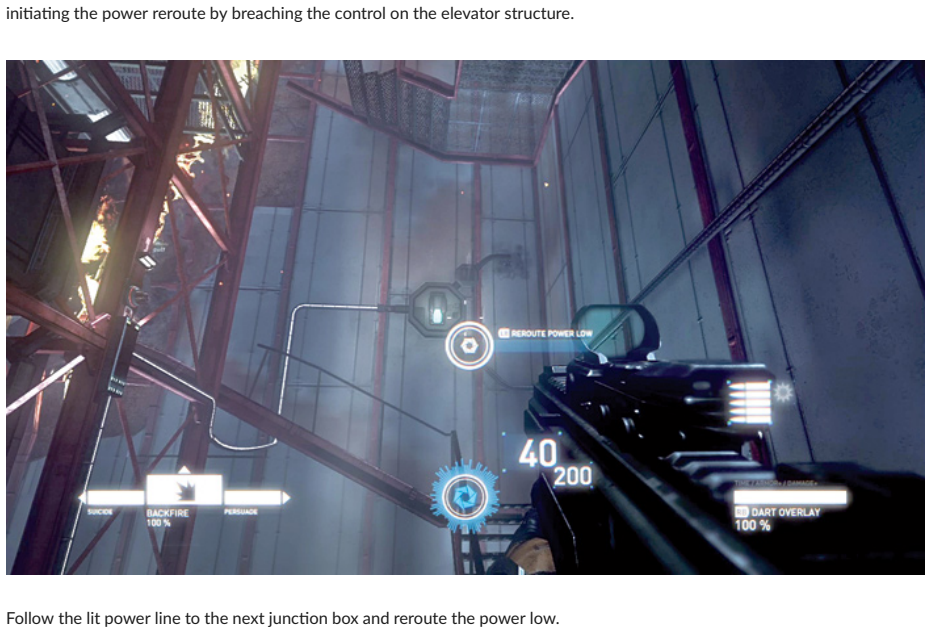


Once the elevator stops, exit and move into a large stairwell. Climb up the stairs as far as you can until flames and damage block your path.

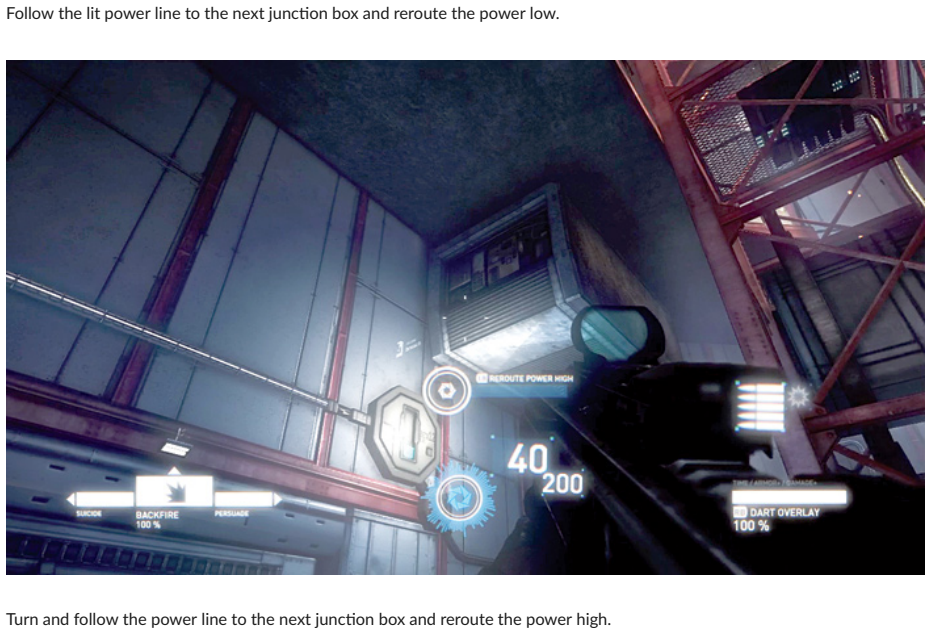


The Cayman Global assault has causes a lot of damage. In order to get farther up the stairwell, you need to reroute power to the elevator.

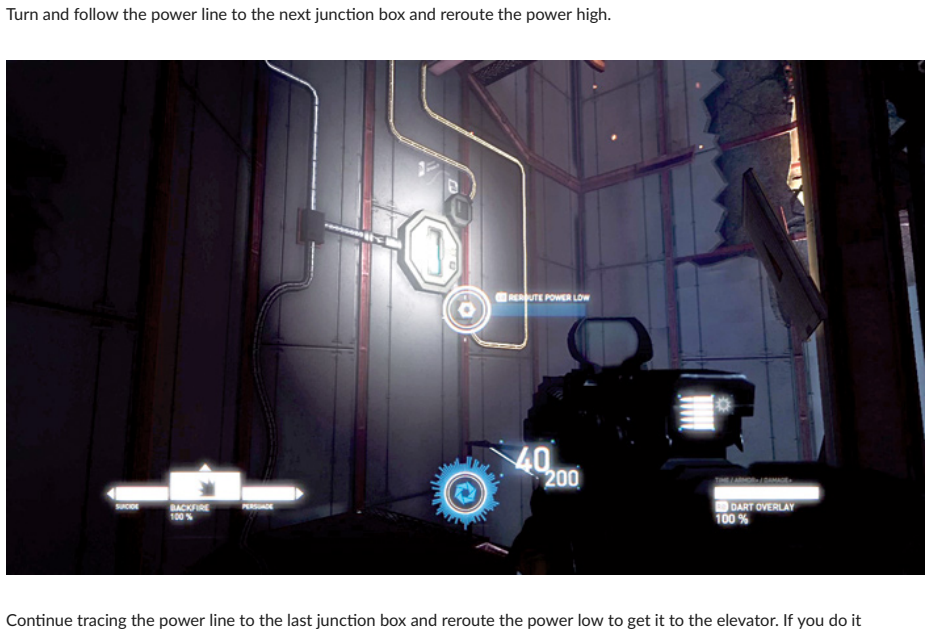
This is like a puzzle in that you have to breach different switches in the correct order in a short amount of time. Start off by initiating the power reroute by breaching the control on the elevator structure.



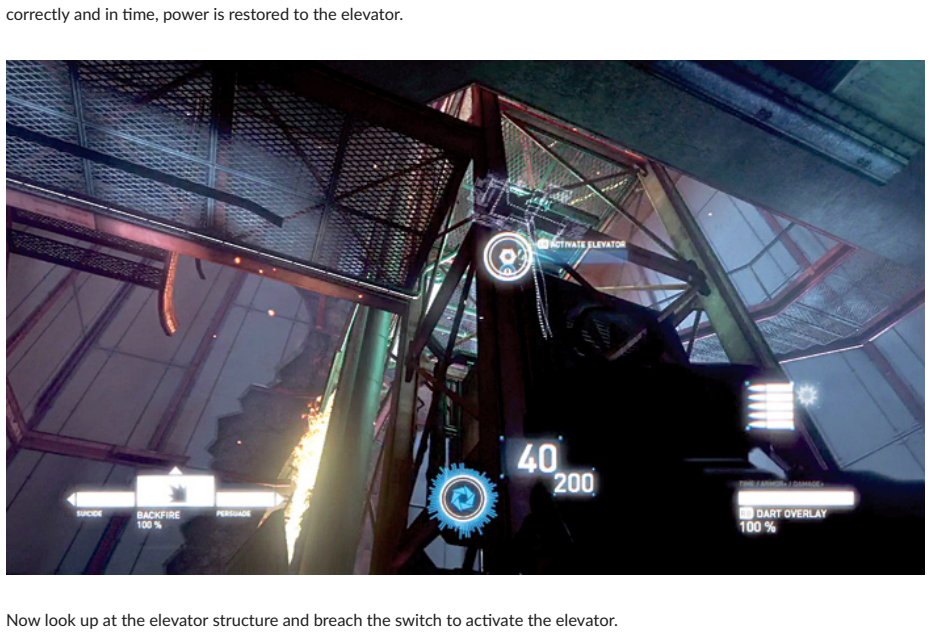
Follow the lit power line to the next junction box and reroute the power low.



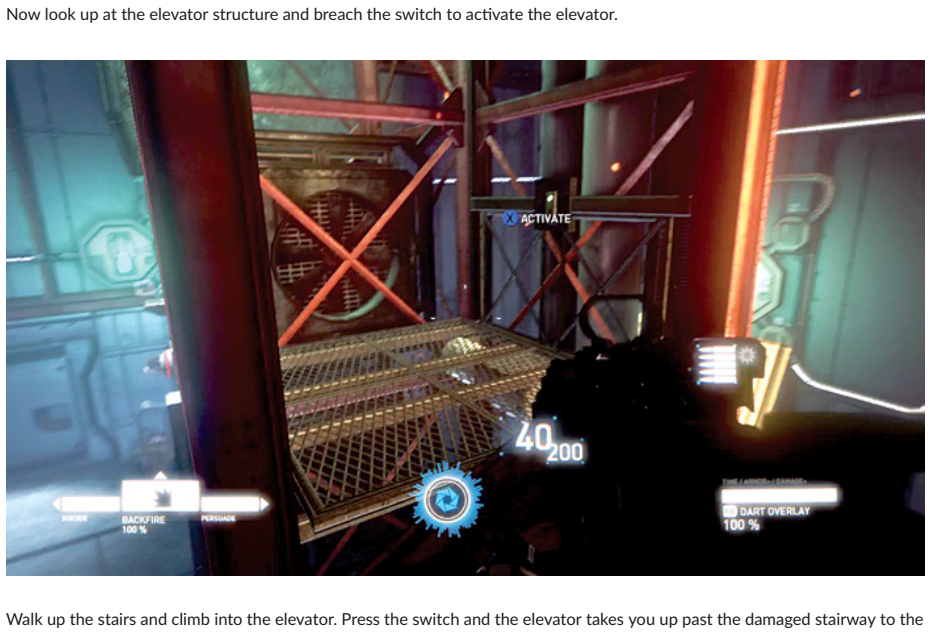
Turn and follow the power line to the next junction box and reroute the power high.



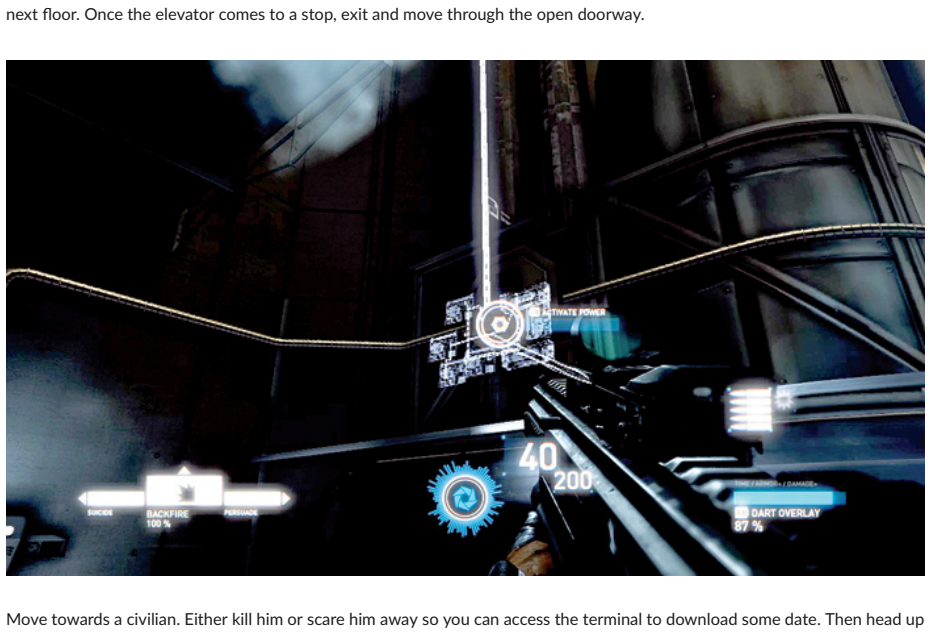
Continue tracing the power line to the last junction box and reroute the power low to get it to the elevator. If you do it correctly and in time, power is restored to the elevator.



Now look up at the elevator structure and breach the switch to activate the elevator.

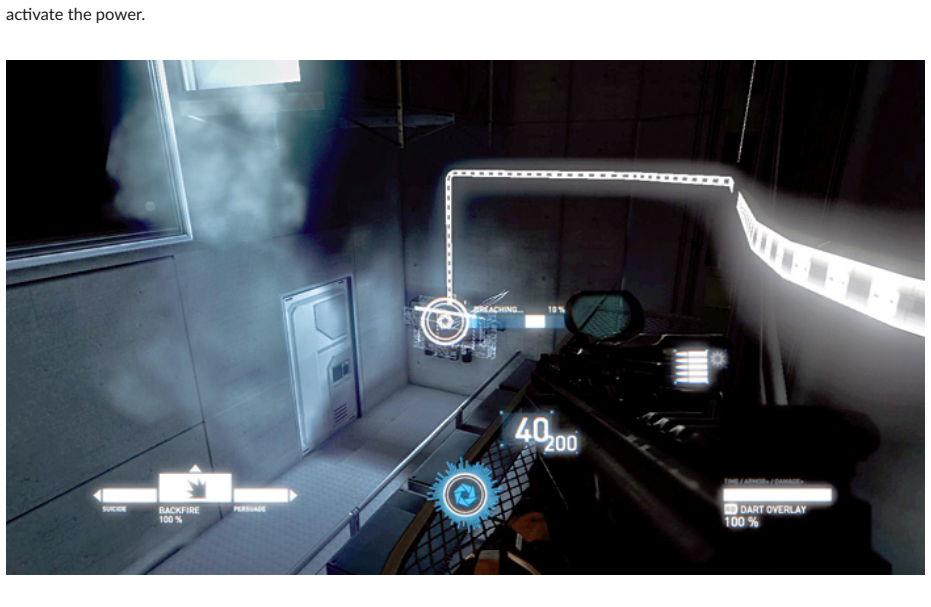


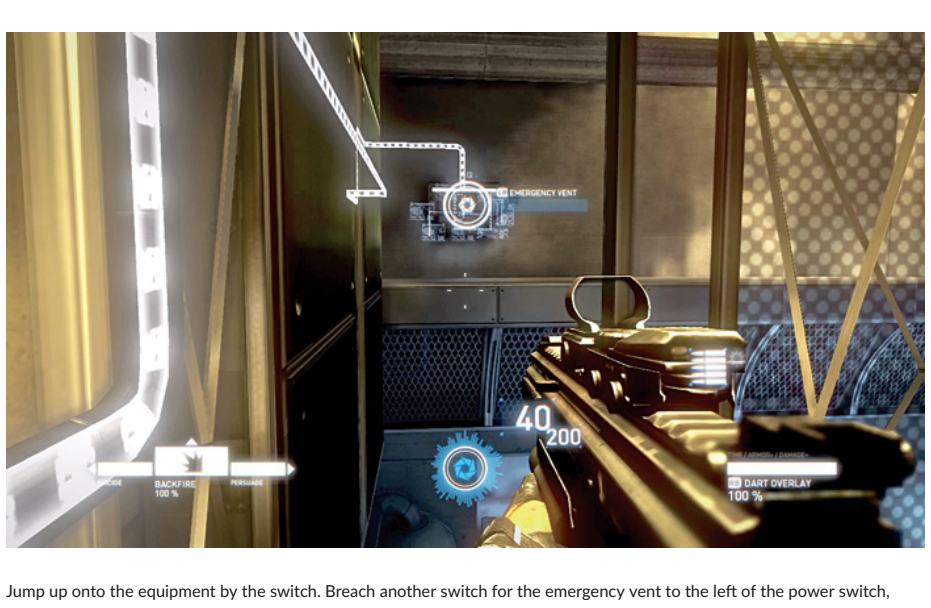
Walk up the stairs and climb into the elevator. Press the switch and the elevator takes you up past the damaged stairway to the next floor. Once the elevator comes to a stop, exit and move through the open doorway.



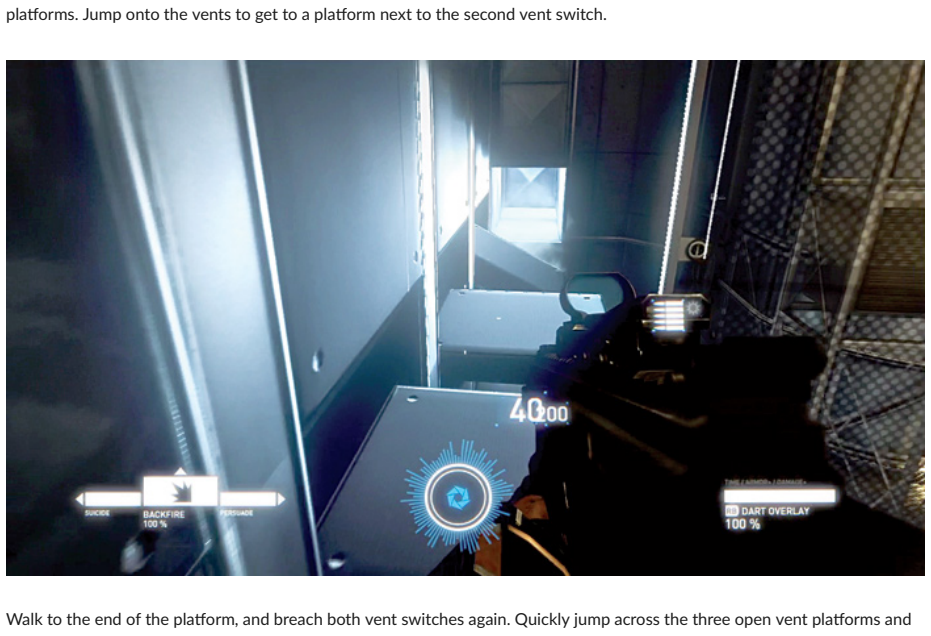
Move towards a civilian. Either kill him or scare him away so you can access the terminal to download some date. Then head up some steps.

You now have another power puzzle to solve in order to continue. Start off by locating a switch on the wall and breach it to activate the power.

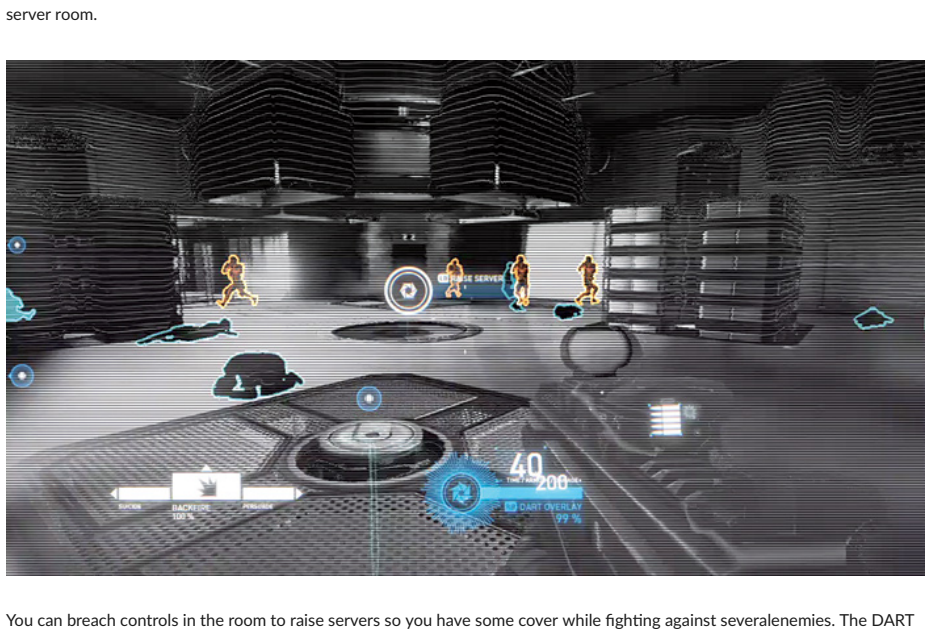




Jump up onto the equipment by the switch. Breach another switch for the emergency vent to the left of the power switch, then follow the power line around to the right. Breach another emergency vent switch and two vents open and act as platforms. Jump onto the vents to get to a platform next to the second vent switch.



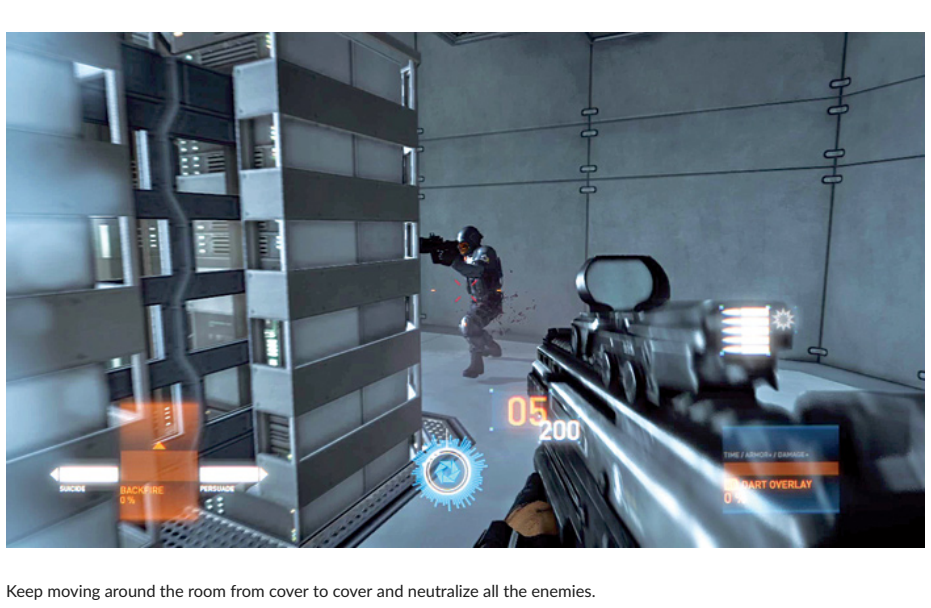
Walk to the end of the platform, and breach both vent switches again. Quickly jump across the three open vent platforms and then crouch down to enter an air duct. Follow the duct around a corner and then break a grate to drop down into a computer server room.



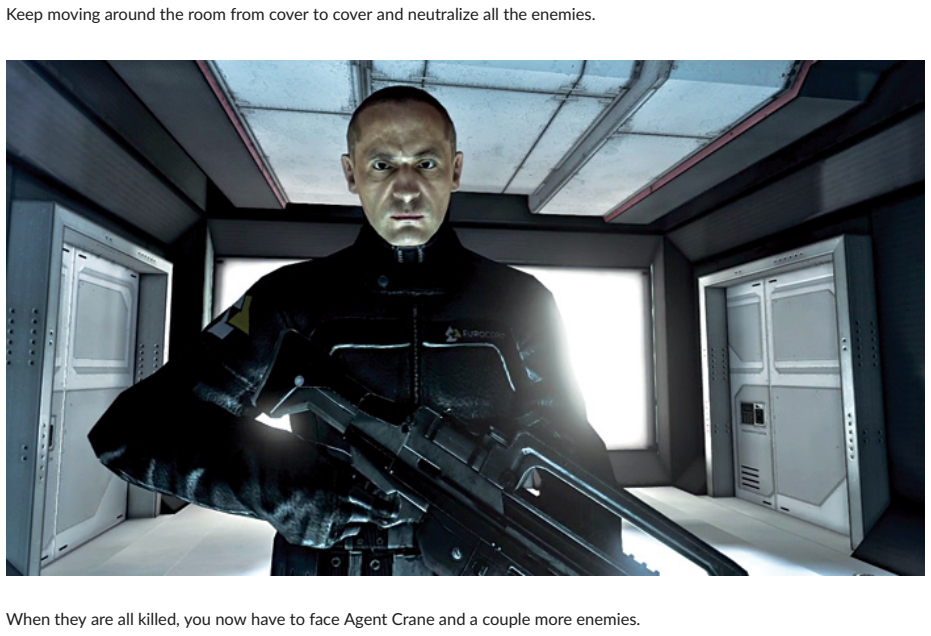
You can breach controls in the room to raise servers so you have some cover while fighting against severalenemies. The DART overlay helps you see through the cover so you can plan your attacks.

**Make Them Watch**

Kill Agent Crane before you kill his two sidekicks, on normal or hard difficulty in order to earn this award.



Keep moving around the room from cover to cover and neutralize all the enemies.



When they are all killed, you now have to face Agent Crane and a couple more enemies.

### New Agent Threat Profile

**THREAT:** AGENT CRANE

**/ PROFILE ENTRY**

**Name:** Aidan Crane (male)
**Age:** 33 (31 CGA)
**Position:** Agent, New York Office
**Affiliation:** EuroCorp
**Clearance:** Grade 14

**THREAT ANALYSIS**

**Feature:** Heavy regeneration and medical systems repair most types of damage.

**TACTICAL SUMMARY**

Heavy regeneration and medical systems quickly repair most damage Agent Crane sustains.

Once a critical amount of damage has been applied, the regeneration systems can no longer counteract that level of injury and will not be able to heal the Agent back to full health.

Breaching is limited due to firewalled chip I/O port.

**BACKGROUND**

Indentured Brooklyn 2037, age nineteen months; reared at EuroCorp Geneva; initialized for basic training 2049.

**INTEL FEED**

As a means of keeping his edge over the upcoming generation of DART 6 Agents, Crane volunteered to be part of an experimental research program that greatly increases the amount of gene splicing applied to Agents to increase natural healing rates.

/ Research.experimental: subject_A0038

**Surgery date:** 22/06/2068
**Update:** 19/02/2069
**Genetic Stability:** 100% (0% rejection rate)

Subject A0038, Agent Aidan Crane, has shown none of the genetic devolution encountered in subjects A0005-0018, A0023-0029, A0032 and A0034.Healing rate tests show an increase of over 340% compared to other DART 5 series Agents.

/ Agent.Operations: assignments

Preliminary Ops 2055—63, Budapest, Istanbul, Athens.

Full Agent status conferred 2063. Returned to EuroCorp Americas office on secondment 2065.

Mission scores to date; twenty-eight soft asset extractions, fifteen soft asset terminations, eleven hard asset demolition runs.

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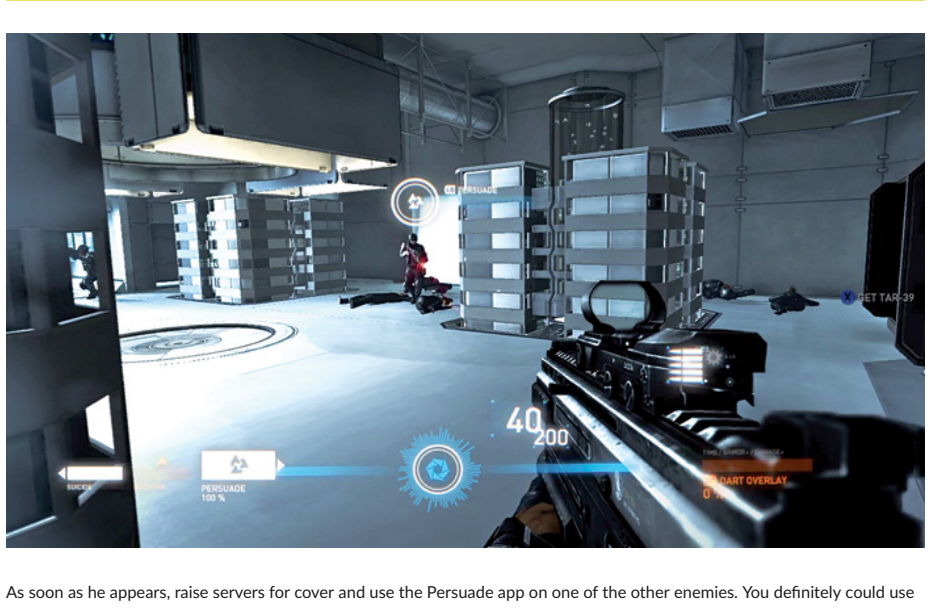
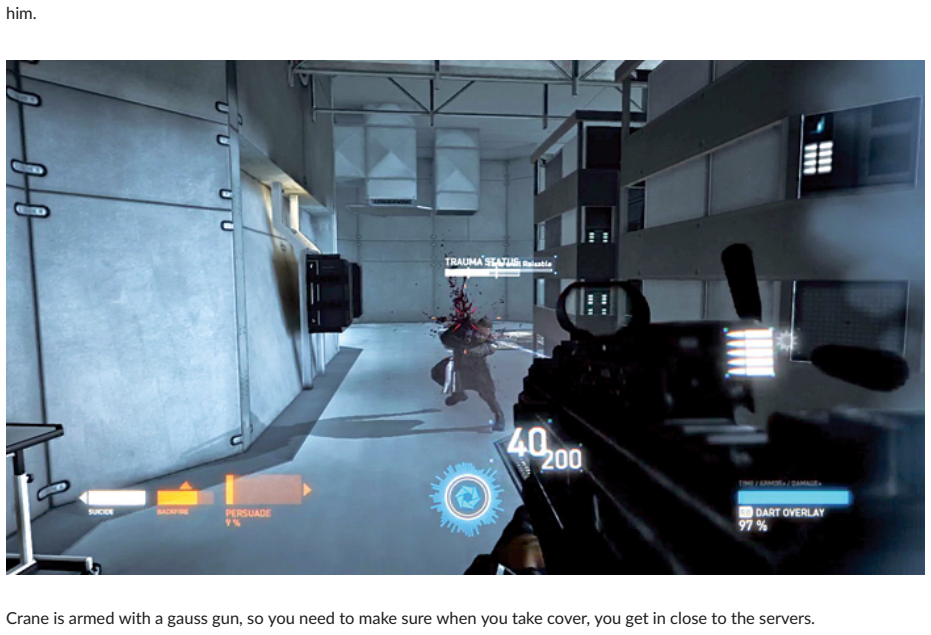


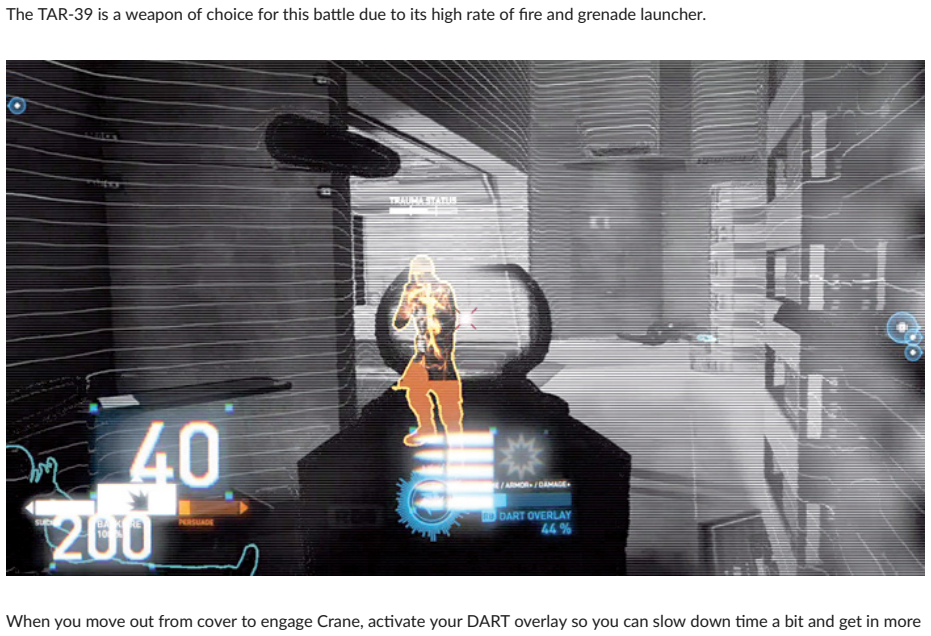
As soon as he appears, raise servers for cover and use the Persuade app on one of the other enemies. You definitely could use some help here.

Agent Crane can take a lot of damage since he can recover health quickly. So you need to be ready to inflict a lot of hurt on him.



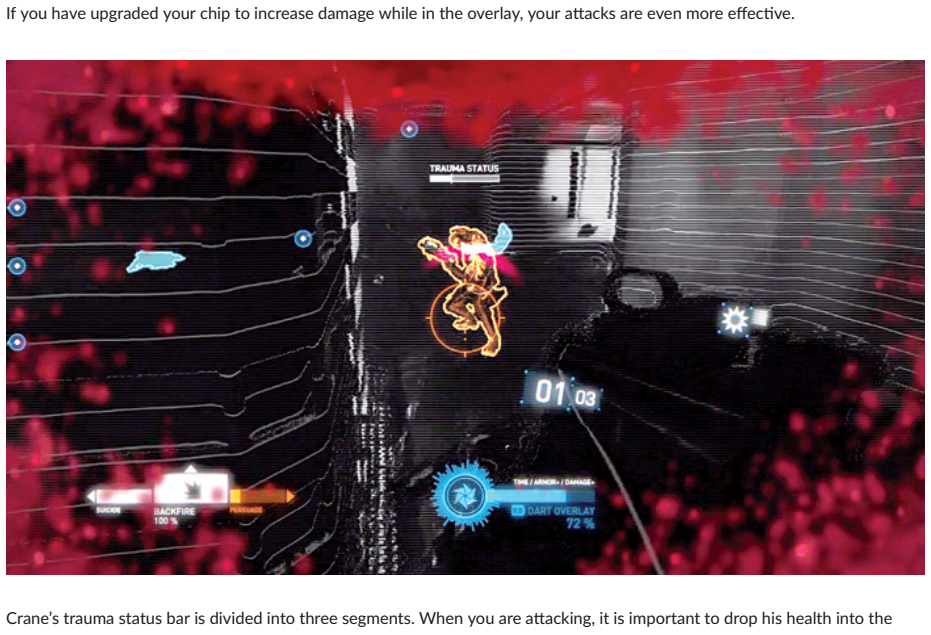
Crane is armed with a gauss gun, so you need to make sure when you take cover, you get in close to the servers.

The TAR-39 is a weapon of choice for this battle due to its high rate of fire and grenade launcher.



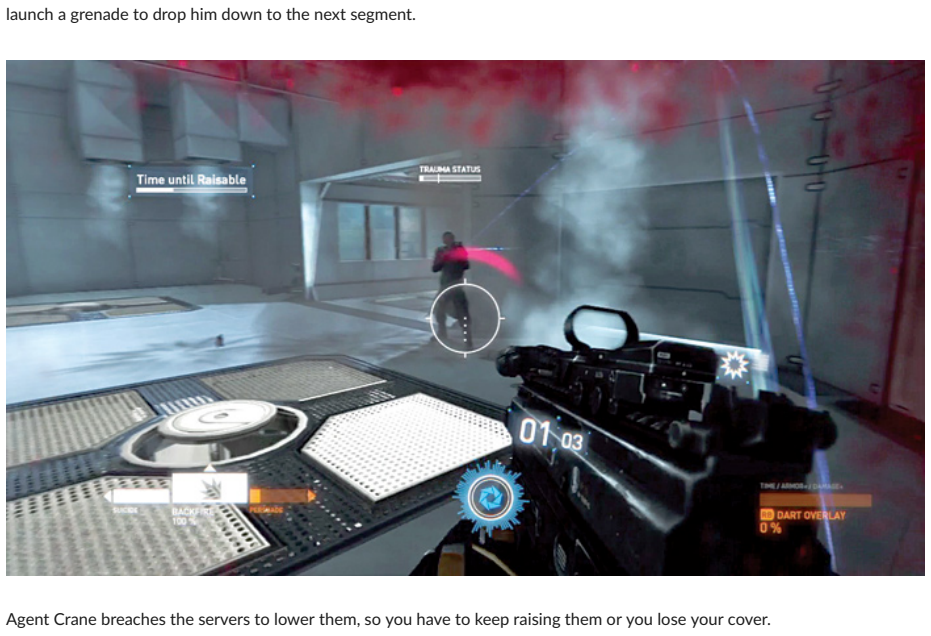
When you move out from cover to engage Crane, activate your DART overlay so you can slow down time a bit and get in more hits.

If you have upgraded your chip to increase damage while in the overlay, your attacks are even more effective.



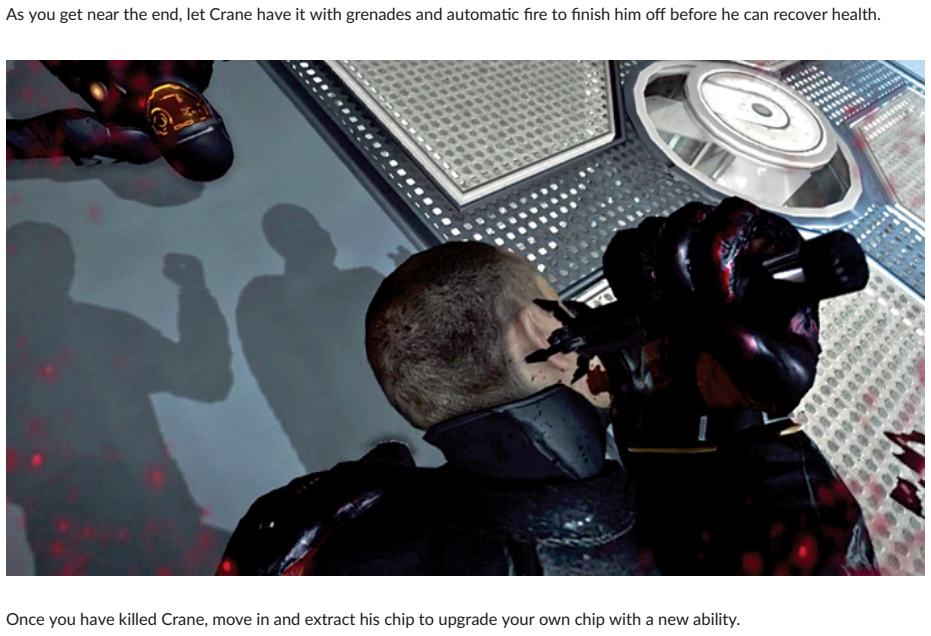
Crane's trauma status bar is divided into three segments. When you are attacking, it is important to drop his health into the next segment.

Otherwise, Crane can restore his health for the current segment. Get his health about halfway down in one segment, then launch a grenade to drop him down to the next segment.



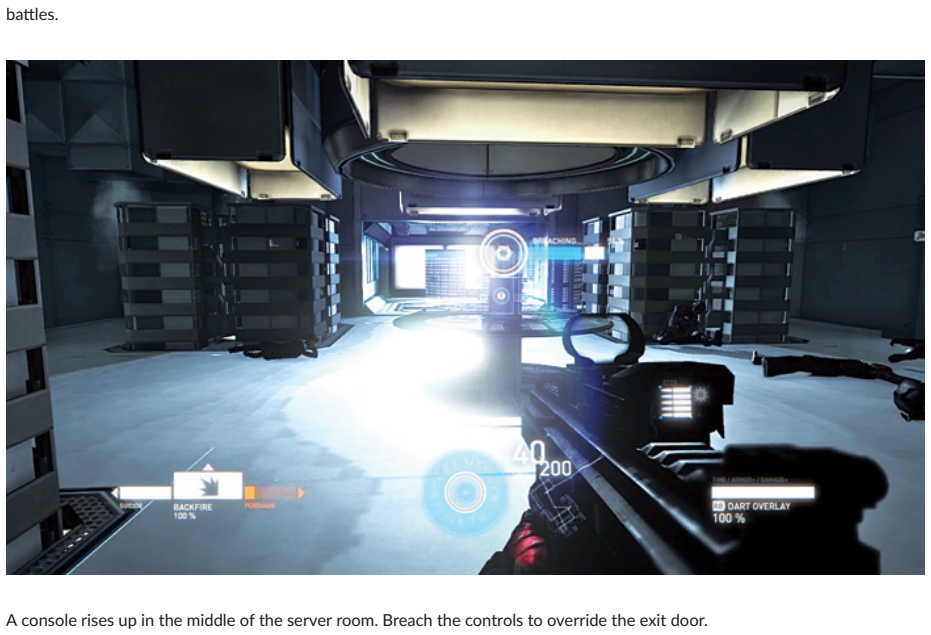
Agent Crane breaches the servers to lower them, so you have to keep raising them or you lose your cover.

As you get near the end, let Crane have it with grenades and automatic fire to finish him off before he can recover health.

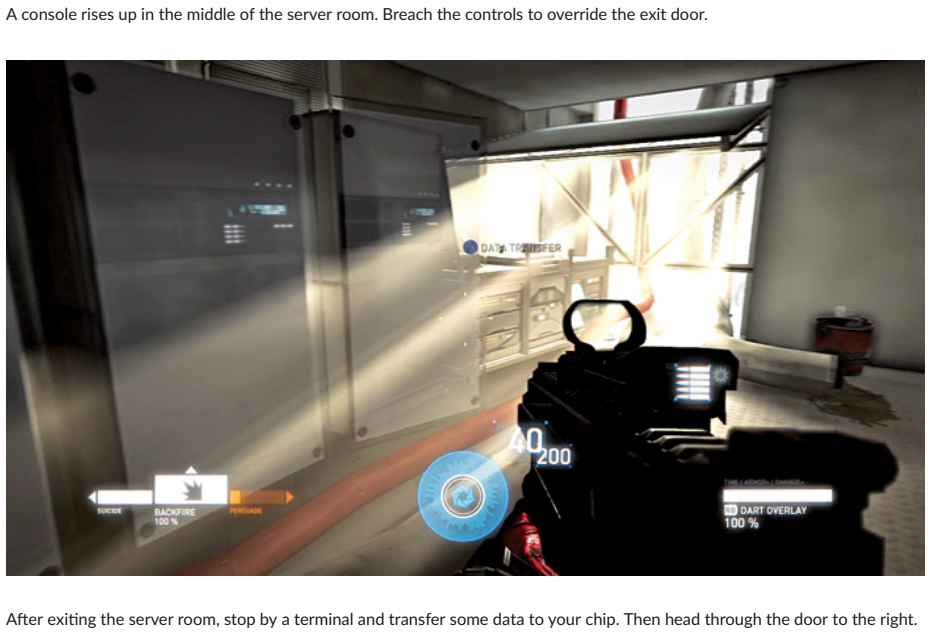


Once you have killed Crane, move in and extract his chip to upgrade your own chip with a new ability.

If you have not already purchased the Protective Shielding ability, it is a good choice since you will soon face a lot of tough battles.



A console rises up in the middle of the server room. Breach the controls to override the exit door.



After exiting the server room, stop by a terminal and transfer some data to your chip. Then head through the door to the right.

### New Syndicate Profile

**SYNDICATE: PRAVITEL**

**/ ORGANIZATION PROFILE**

**Name:** Pravitel
**Type:** Global Syndicate
**Center of Power:** Moscow

**EXECUTIVE BOARD**

> Vladimir Nesselman (CEO, Moscow)
> Yuri Goncharova (Operations Officer, Moscow)
> Anna Aitova (International Strategy Manager)
> Patrik Tyne> Galina Belova (CEO, Novosibirsk
> Viktor Firsov (Operations Officer, Novosibirsk)
> Mikhail Vetrov
> Tun Sao

**INTEL FEED**

/ CG_strategic.Command: Business Analysis

The Pravoil Conglomerate made strategic investments in nuclear power and oil resources to counter the increased political mistrust of nuclear power in Europe.

Funded by Scandinavian and German investors, Pravoil increased the uranium mining in Siberia and between 2015 and 2021 they developed the "Ten Finger" Nuclear Ridge at the Sayano Shushenskoye mountain range.

Threatened by EuroCorp's increased influence, Pravoil exported power to Europe and northern China, funding a fundamental reconstruction in 2028.

The company merged with the eight leading conglomerates in Russia, removed the Prime Minister and the state Duma, forming the Pravitel Syndicate.

To strengthen the capital borders and consumer-base against EuroCorp influences, Pravitel launched a hostile meldware virus against the populace of Belarus, October 2031.

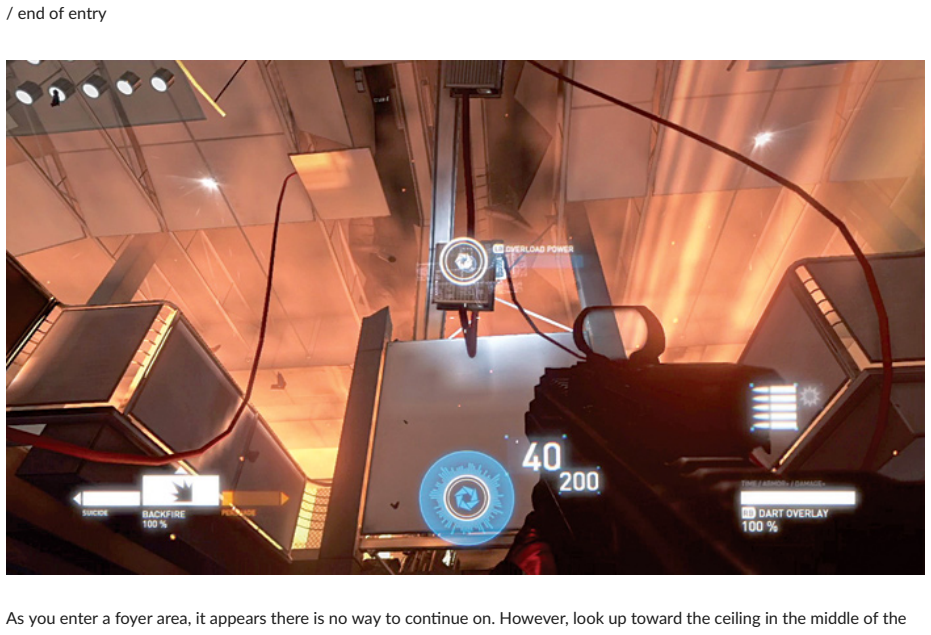
In 13 days, contracted mercenaries had obliterated the unchipped resistance and all major corporations merged with the Pravitel corporate sphere.

/ CG_strategic.Command: Intelligence

Reports indicate that Pravitel has financed hostile takeovers in South America, the Pacific island states and Australia.

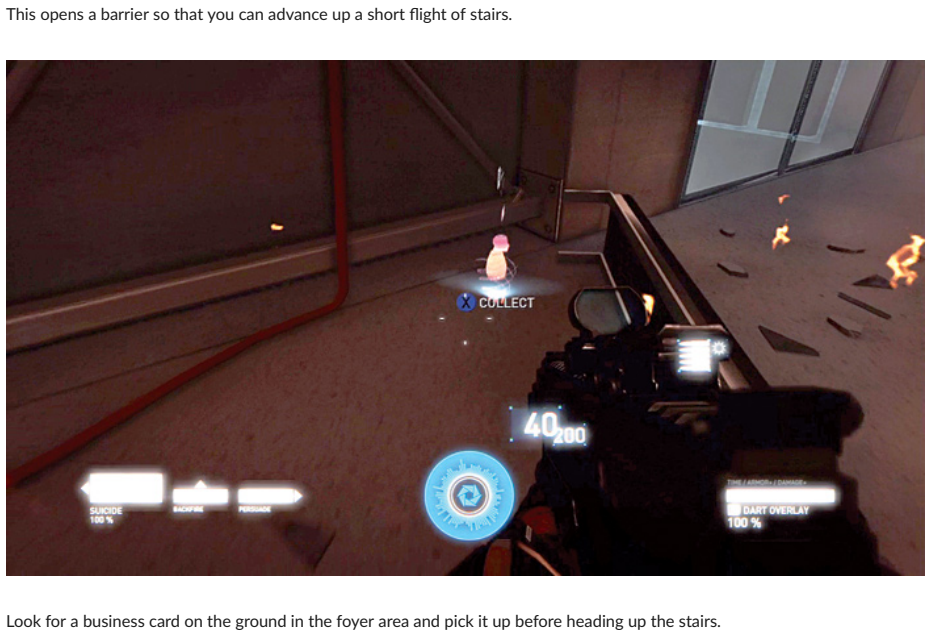
Meldware viruses have destabilized all areas and military strategies seem to involve quarantining target areas using subsurface naval fortresses.

/ end of entry



As you enter a foyer area, it appears there is no way to continue on. However, look up toward the ceiling in the middle of the room and breach the controls to overload the power.

This opens a barrier so that you can advance up a short flight of stairs.



Look for a business card on the ground in the foyer area and pick it up before heading up the stairs.

### New Personnel Log

**MAJORIE WICK**

**/ PROFILE ENTRY**

**Name:** Majorie Wick
**Age:** 34
**Position:** Storage Supervisor, Agent Operations
**Affiliation:** EuroCorp
**Clearance:** Grade 18

**LOGGED ENTRY**

/ internal.e-mail_EC.Manhattan.Complex

Bernie, you idiot. I went over the inventory and one of the Agent trench coats is missing.

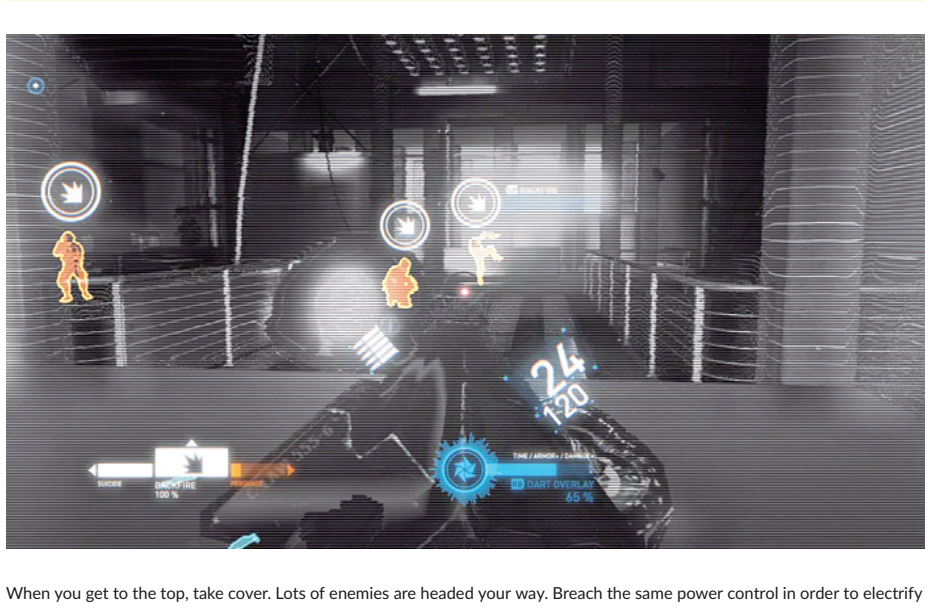
If I found out you "borrowed" it just so you could take pictures of yourself wearing it, like you joked about the other day, I'll kill you. I swear to god, I will kill you then and there.

Do you have any idea how much one of those things is worth? What's woven into them?

They've got nanotech ballistic fibers, magnetorheological fluids, advanced tracking systems … and that's just the stuff that isn't classified! One of those coats is worth more than you make in a year.

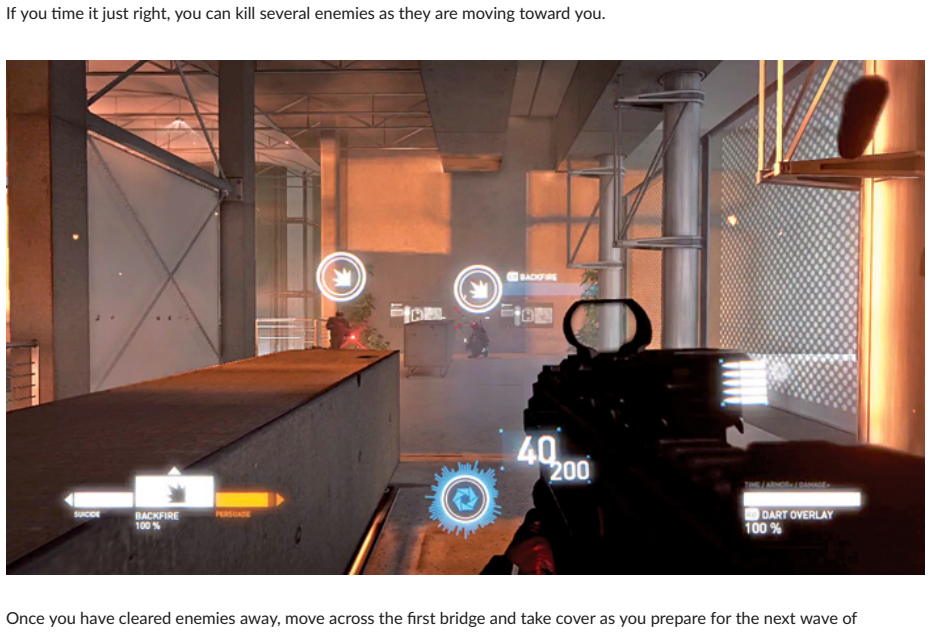
Bring that trench coat back now, before anyone else noticed it's missing, and maybe I won't kill you quite as badly.

/ end of entry



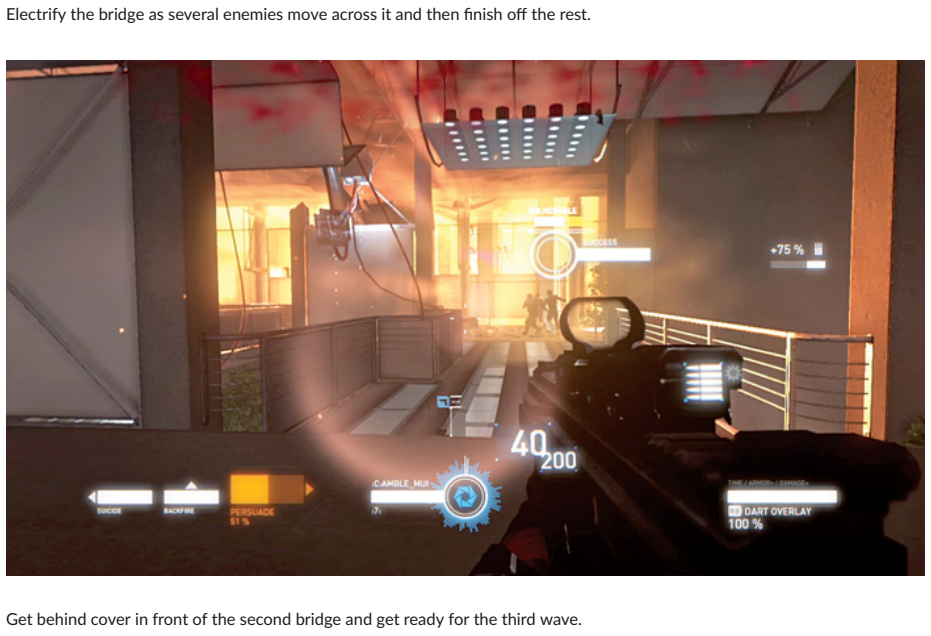
When you get to the top, take cover. Lots of enemies are headed your way. Breach the same power control in order to electrify the two bridges.

If you time it just right, you can kill several enemies as they are moving toward you.



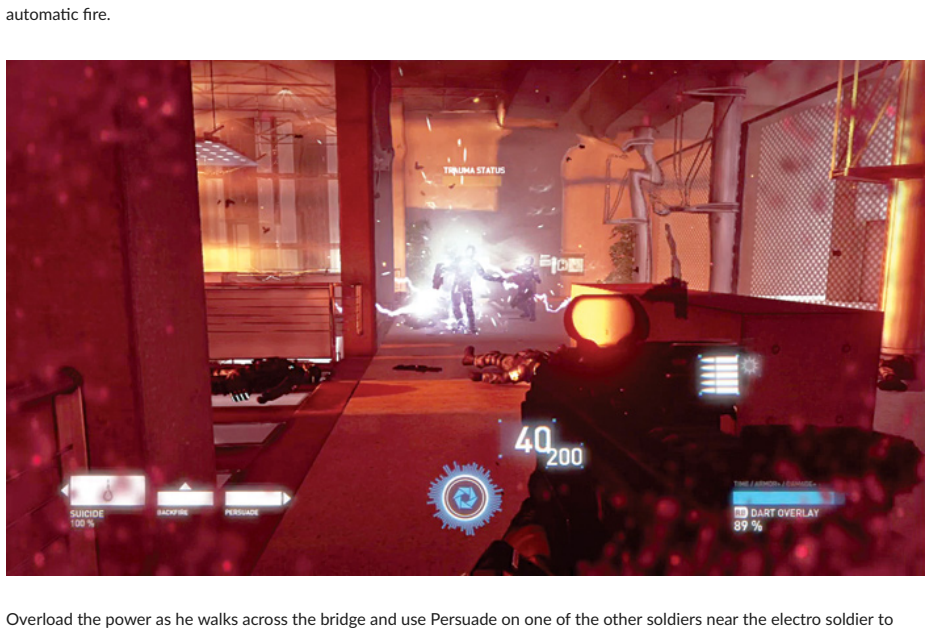
Once you have cleared enemies away, move across the first bridge and take cover as you prepare for the next wave of enemies.

Electrify the bridge as several enemies move across it and then finish off the rest.



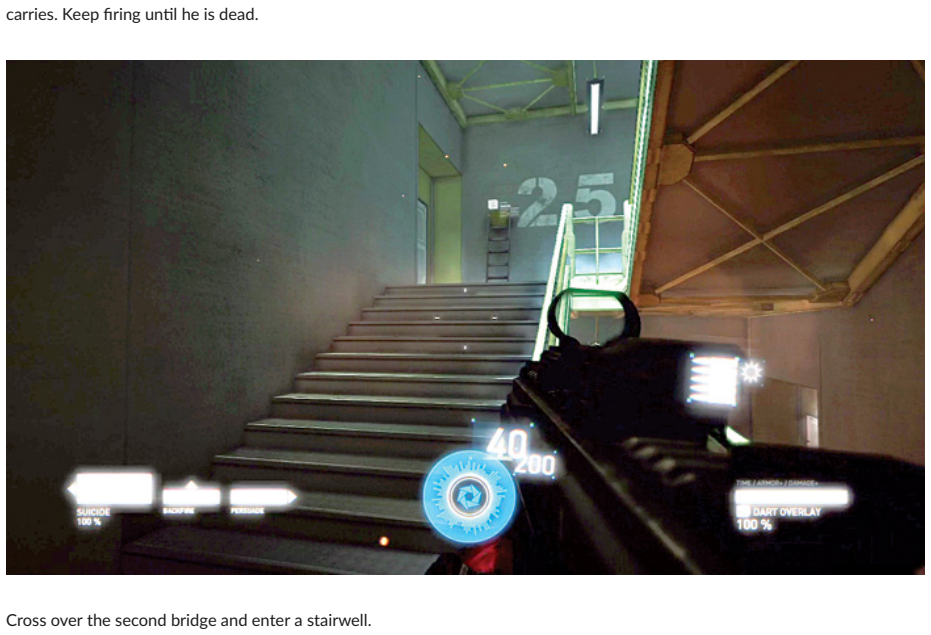
Get behind cover in front of the second bridge and get ready for the third wave.

This includes an electro-armor soldier. As soon as you see him, breach his armor to short-circuit it. Then lay into him with automatic fire.



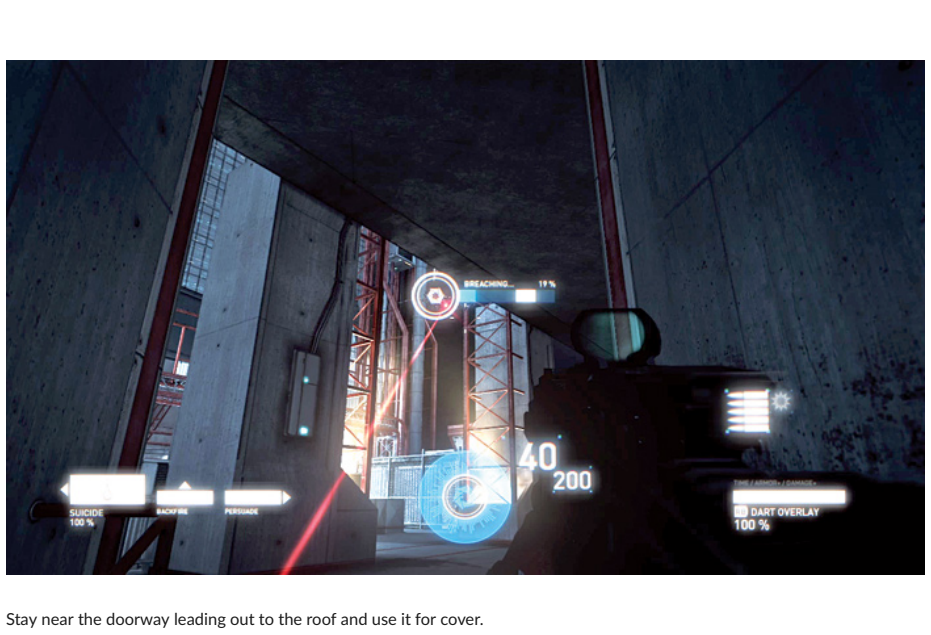
Overload the power as he walks across the bridge and use Persuade on one of the other soldiers near the electro soldier to help you with this fight.

If necessary, pull back and stay behind cover so that you are not toasted by the COIL laser rifle the electro-armor soldier carries. Keep firing until he is dead.



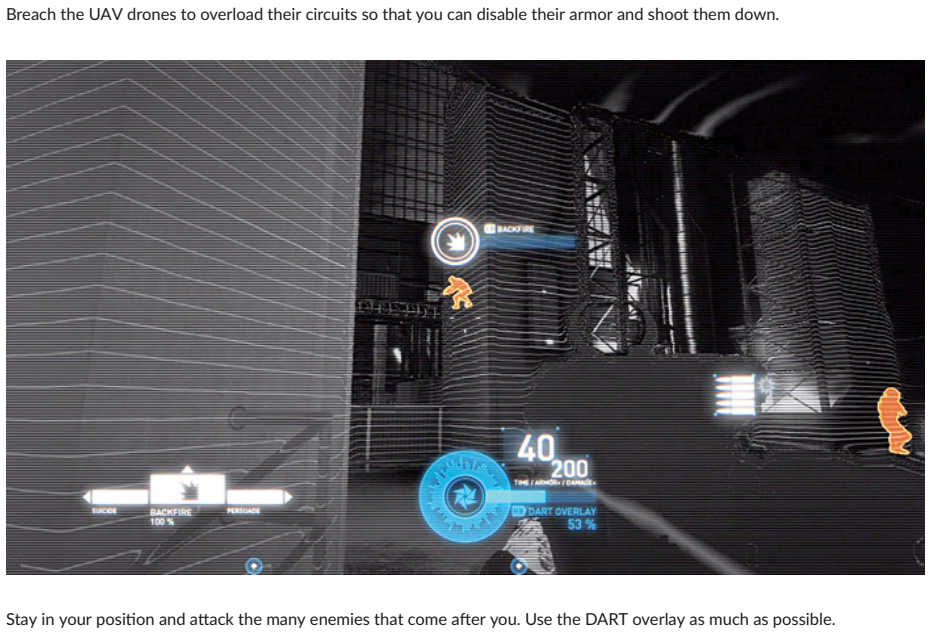
Cross over the second bridge and enter a stairwell.

Move up the stairs to the top and then climb up a ladder. Follow a catwalk to a door and then go through it to get to the roof.



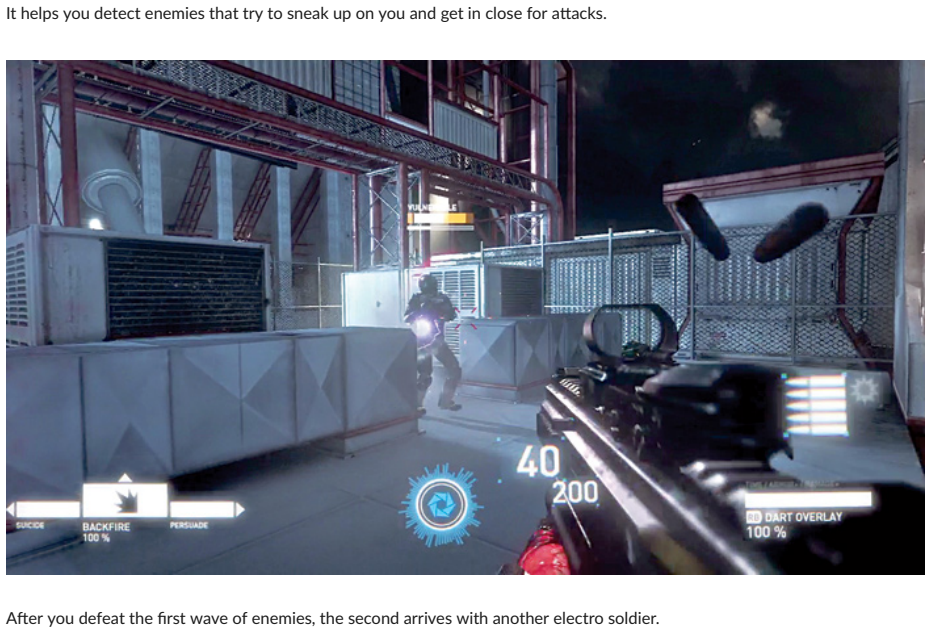
Stay near the doorway leading out to the roof and use it for cover.

Breach the UAV drones to overload their circuits so that you can disable their armor and shoot them down.



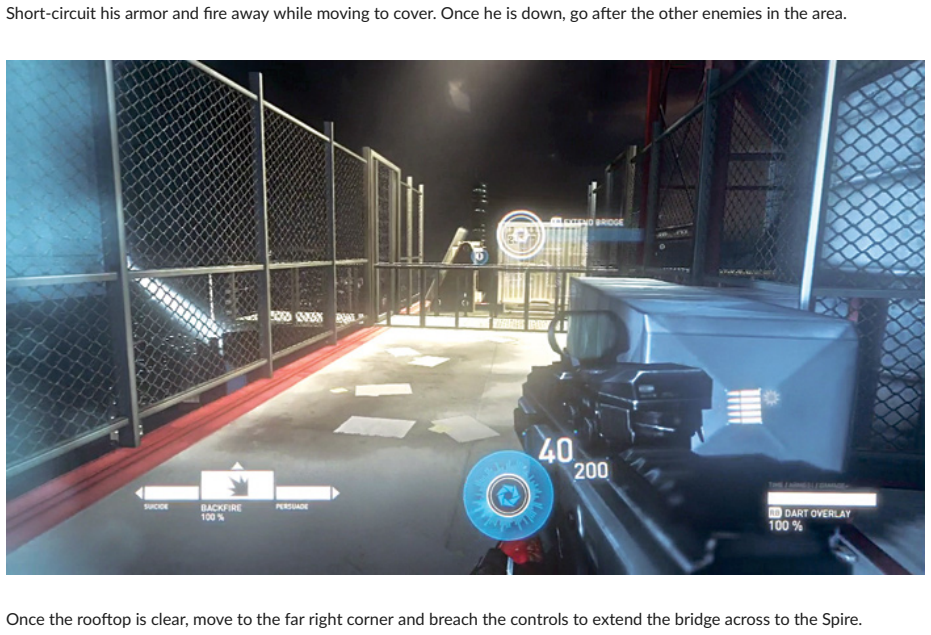
Stay in your position and attack the many enemies that come after you. Use the DART overlay as much as possible.

It helps you detect enemies that try to sneak up on you and get in close for attacks.

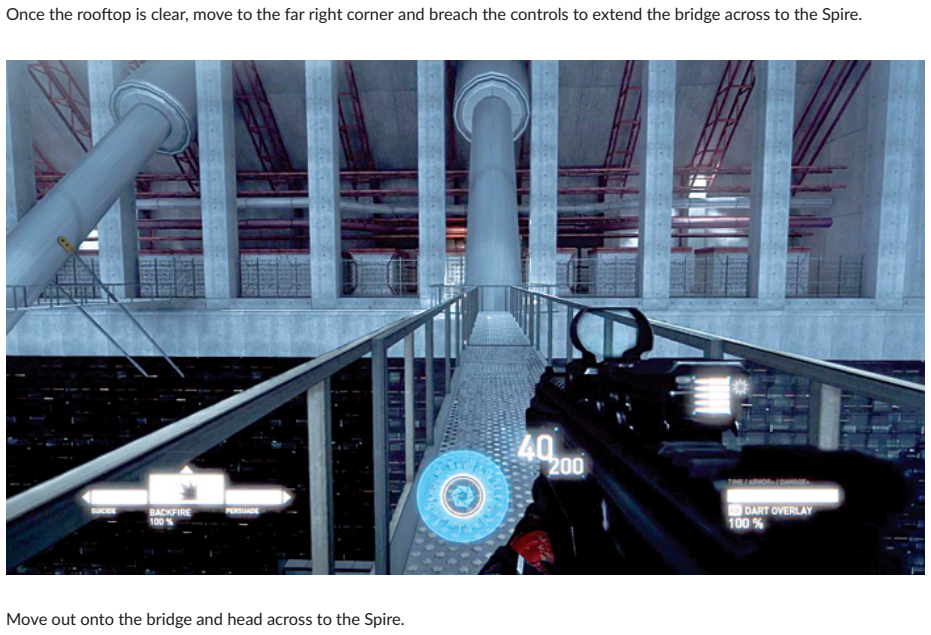


After you defeat the first wave of enemies, the second arrives with another electro soldier.

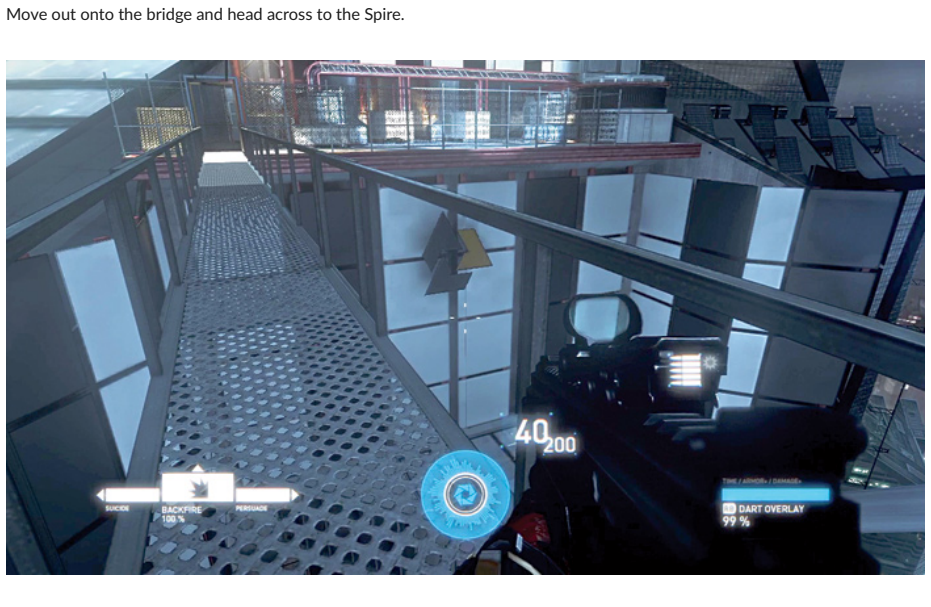
Short-circuit his armor and fire away while moving to cover. Once he is down, go after the other enemies in the area.

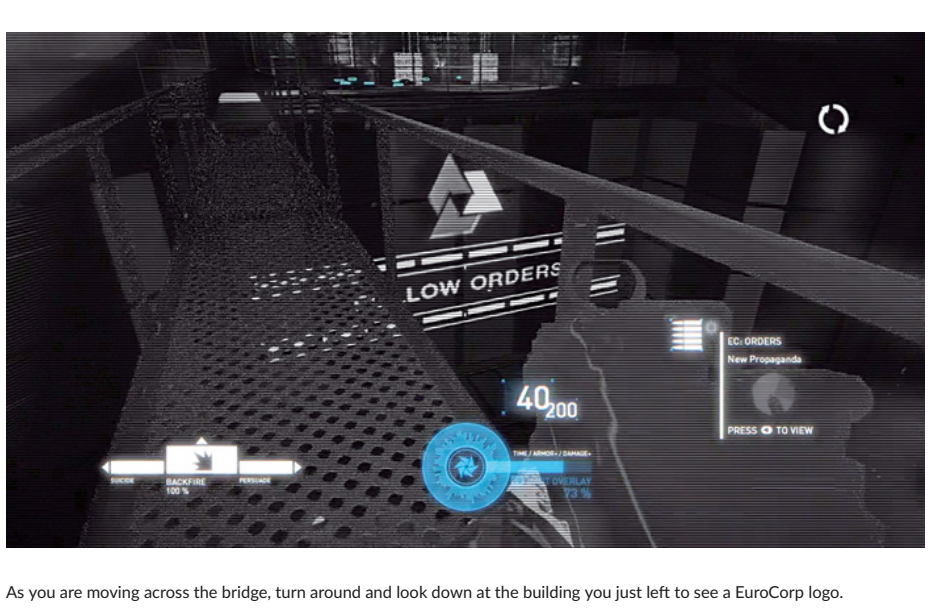


Once the rooftop is clear, move to the far right corner and breach the controls to extend the bridge across to the Spire.



Move out onto the bridge and head across to the Spire.





As you are moving across the bridge, turn around and look down at the building you just left to see a EuroCorp logo.

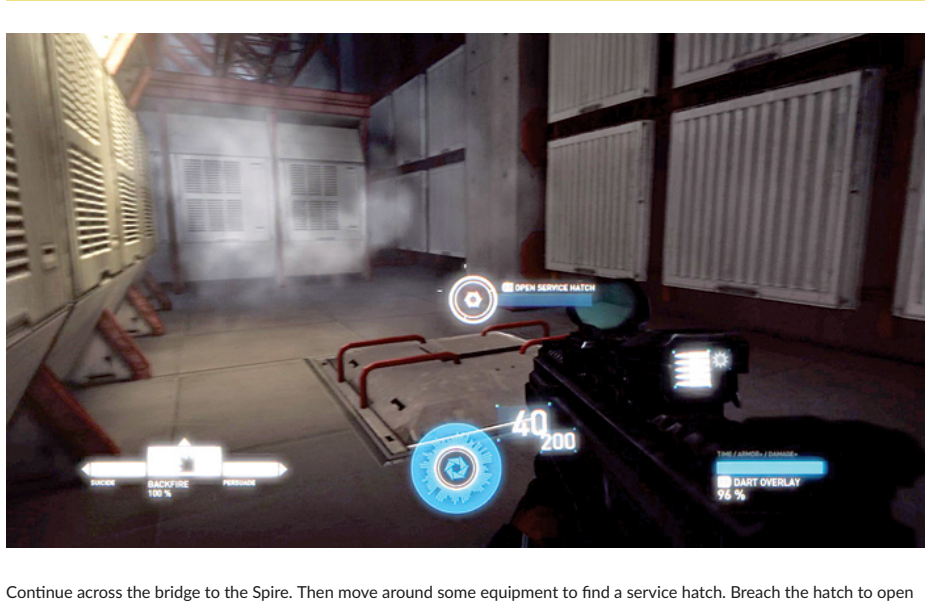
Activate the DART overlay to see the hidden propaganda.

New Propaganda

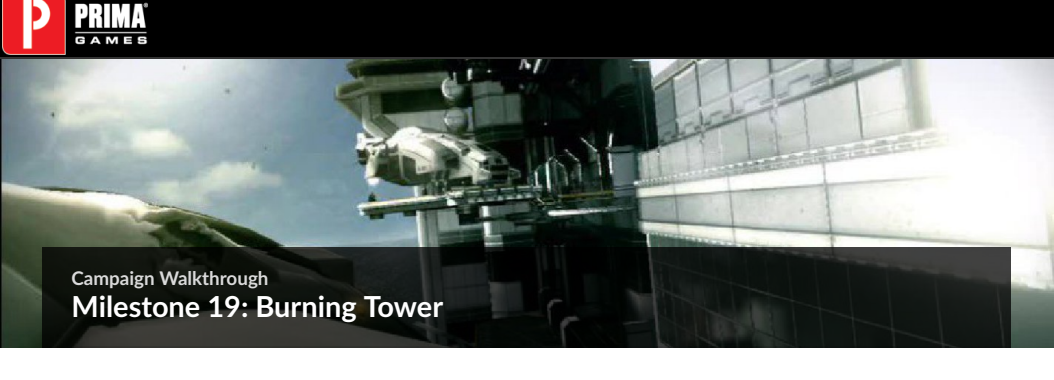
**EC: ORDERS**

"FOLLOW ORDERS."

—EuroCorp

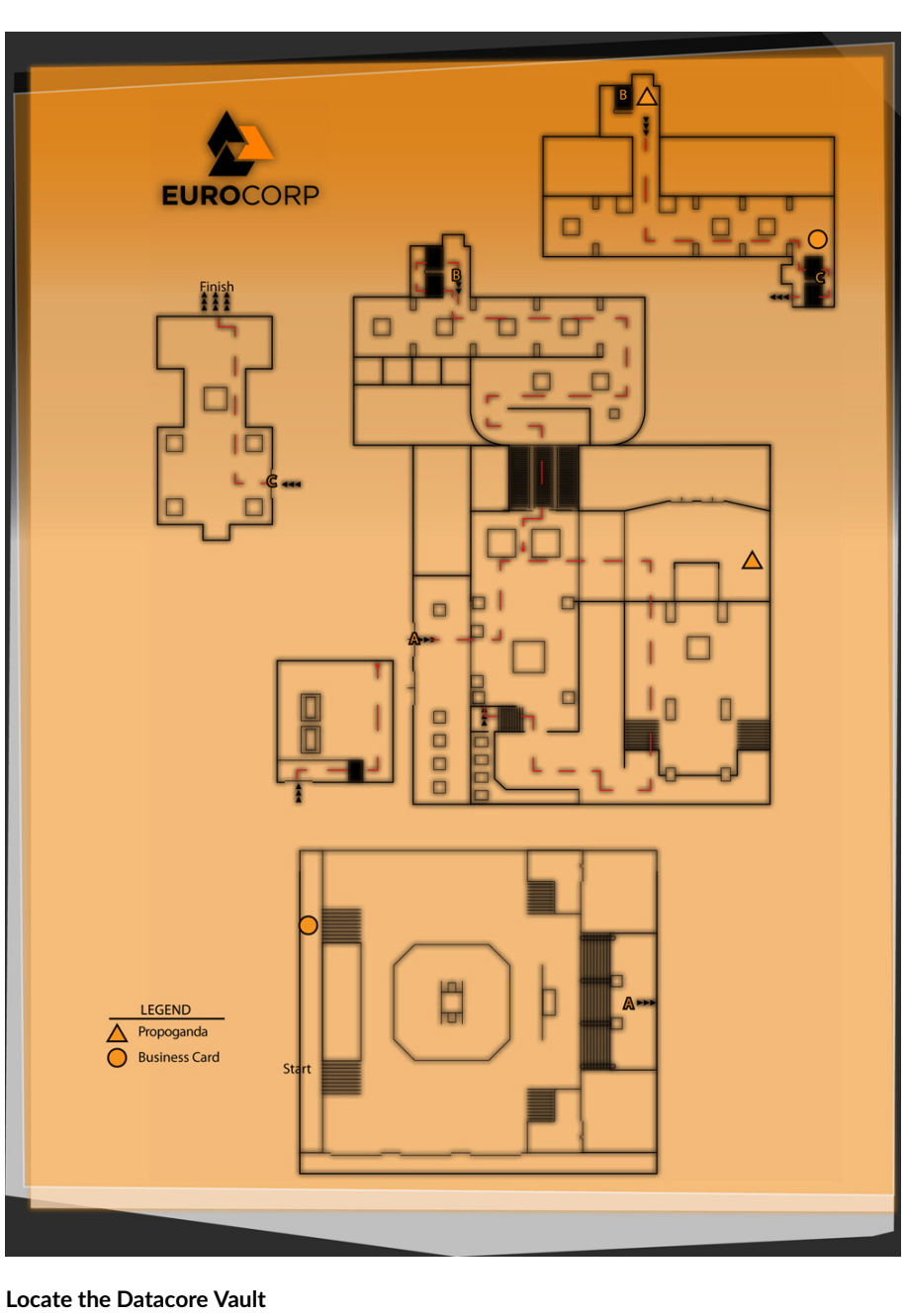


Continue across the bridge to the Spire. Then move around some equipment to find a service hatch. Breach the hatch to open it and then drop down into the shaft to complete this milestone.

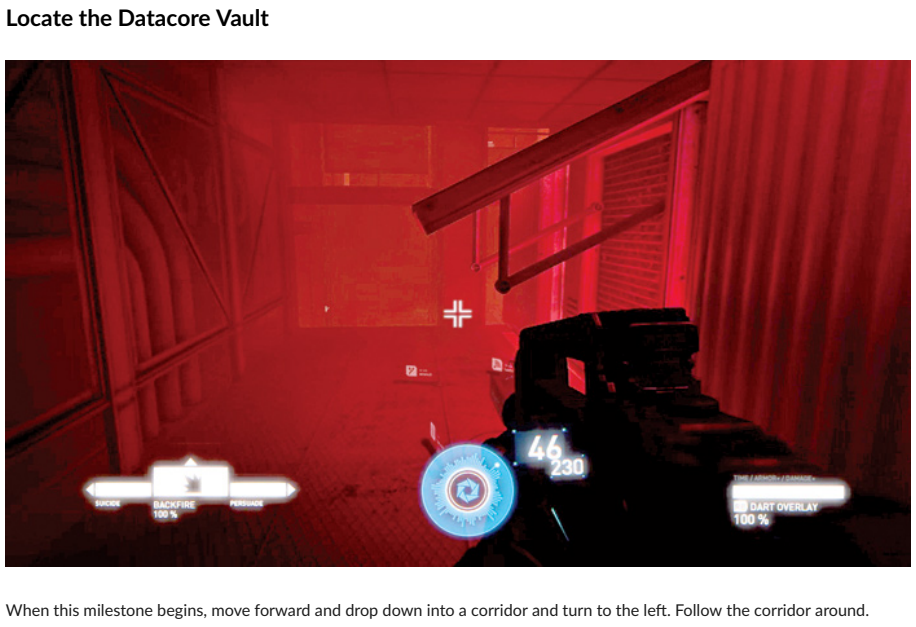


Campaign Walkthrough

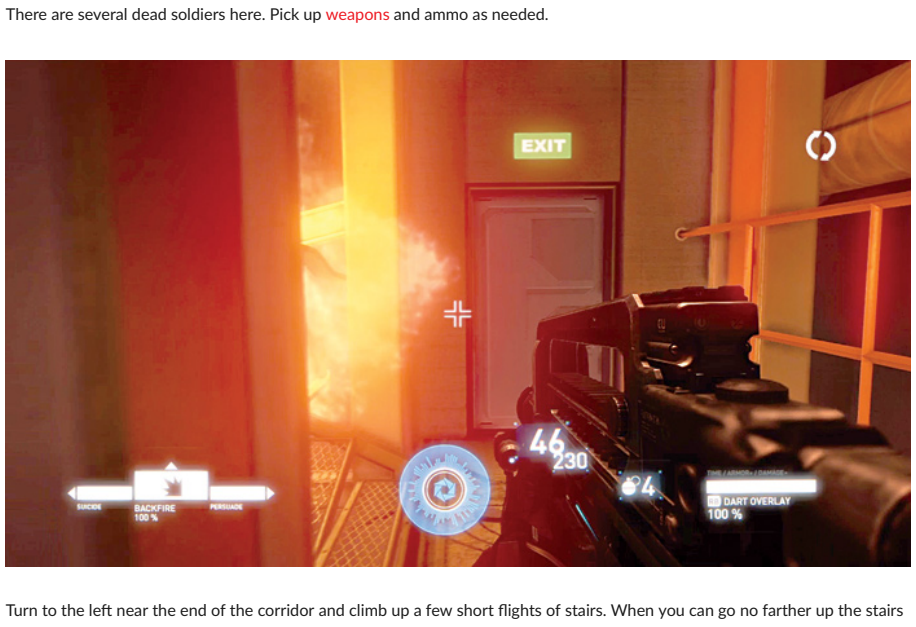
# Milestone 19: Burning Tower



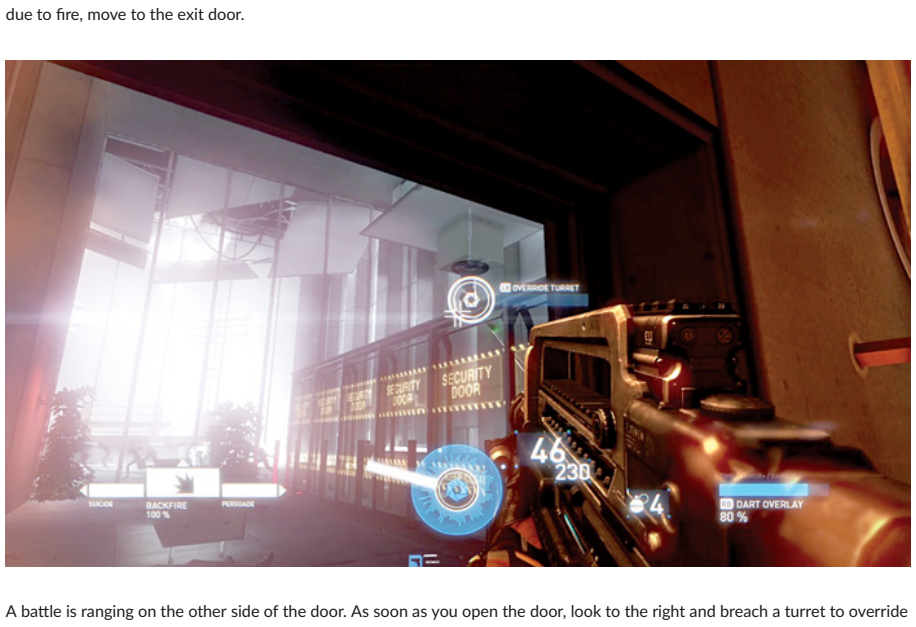
## Locate the Datacore Vault



When this milestone begins, move forward and drop down into a corridor and turn to the left. Follow the corridor around. There are several dead soldiers here. Pick up weapons and ammo as needed.



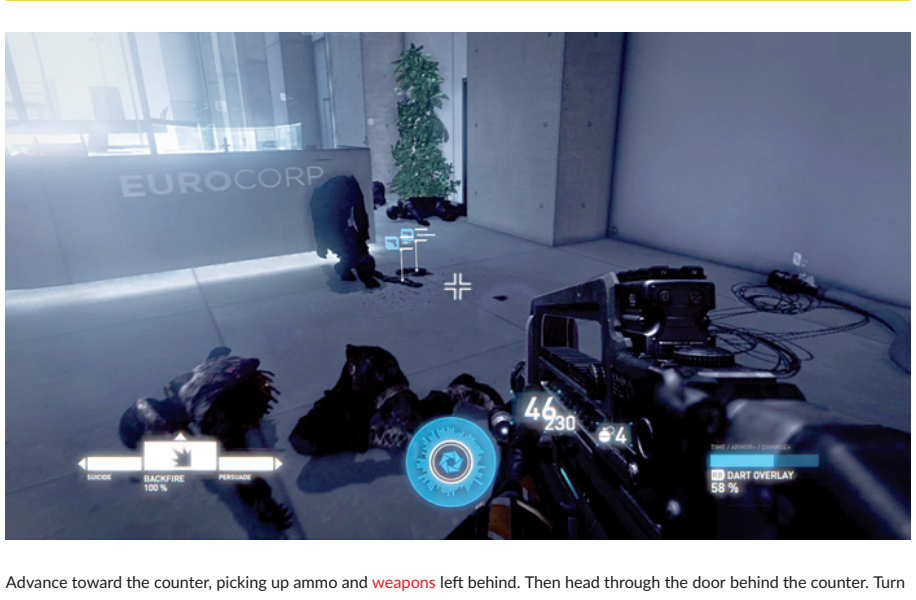
Turn to the left near the end of the corridor and climb up a few short flights of stairs. When you can go no farther up the stairs due to fire, move to the exit door.



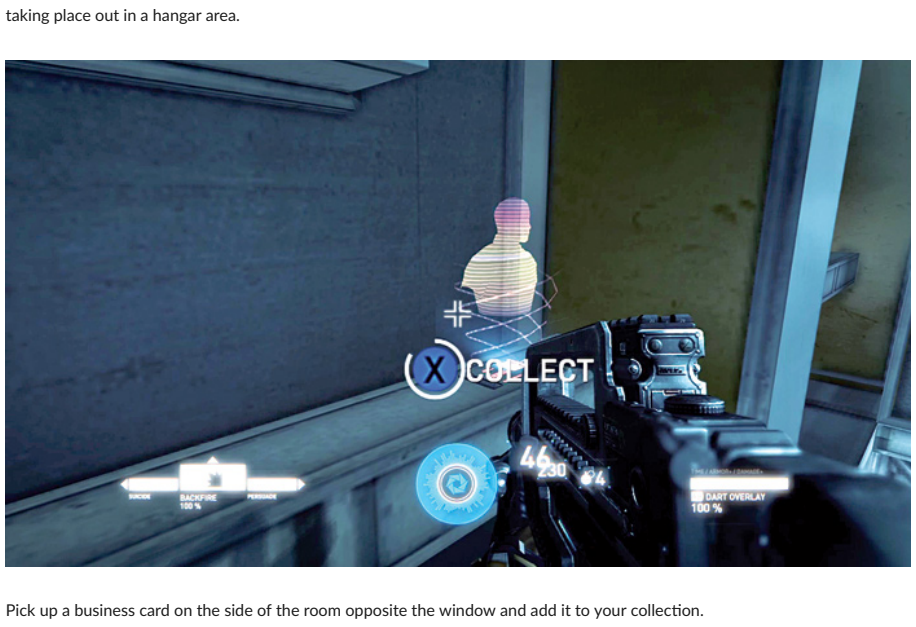
A battle is ranging on the other side of the door. As soon as you open the door, look to the right and breach a turret to override it. Wait for it to clear out the enemies and then breach the controls just to the right of the door to open the gate.

### Ambassador of Peace

Kill enemies of two different syndicates fast enough to receive a rampage energy bonus in order to earn this award.



Advance toward the counter, picking up ammo and weapons left behind. Then head through the door behind the counter. Turn to the left and walk past some civilians. Continue through another door and enter an observation room overlooking a battle taking place out in a hangar area.



Pick up a business card on the side of the room opposite the window and add it to your collection.

### New Personnel Log

SAMSON PARKER

/ PROFILE ENTRY

**Name:** Samson Parker
**Age:** 29
**Position:** Accountant Clerk (B.O.), Agent Operations
**Affiliation:** EuroCorp
**Clearance:** Grade 10 .../ CORRUPT DATA... Grade 24

LOGGED ENTRY

**/ fragmentation.log_corruptData:** security_report12986663

Suspicious behavior has been reported by internal security regarding employee .../ CORRUPT DATA..., Samson Parker, Black Ops Accountant Clerk, Agent Operations. Indicia follows;

**T-120d:** Subject was under review for transferring military grade funding to local systems maintenance, mainly sector 13 Sanitation Technicians and ECAI Operators. Action was deferred due to lack of evidence.

**T-90d/T-30d:** Reports indicate that subject has been romantically engaged to Chip Technician Jennifer Gromli and Administrator Markus .../ CORRUPT DATA... from Internal Security. Evidence of this .../ CORRUPT DATA... last year's corporate Christmas Dinner and the summer kickoff at Fort Lauderdale.

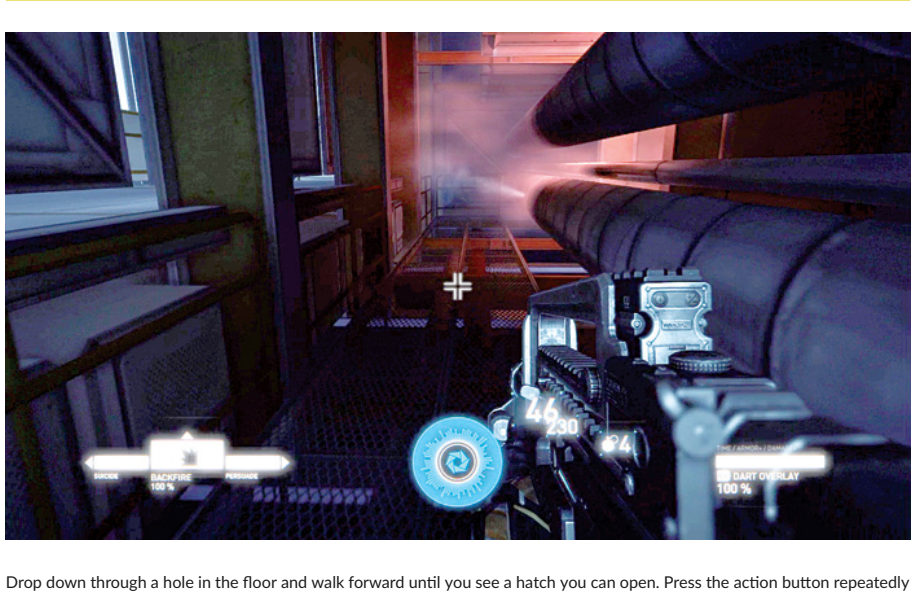
**T-15d:** Subject has been noted outside the Economic Divisions, most recently in hangar 10, 6 and .../ CORRUPT DATA... dicate lost C5 armament from .../ CORRUPT DATA...

**T-30d/T-20d/T-10d:** Encrypted transmissions have been detected during late night security runs. Point of origin is .../ CORRUPT DATA... nt Operations sectors.

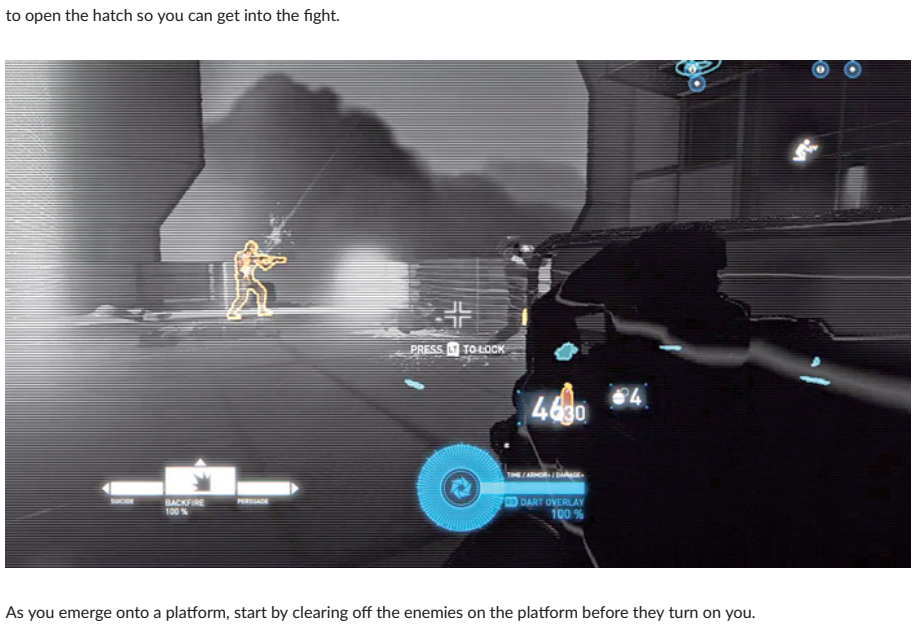
**T-2d:** Security forces has been dispatched to apprehend .../ CORRUPT DATA...

.../ CORRUPT DATA... nfirmed traitor .../ CORRUPT DATA... tampered with building secur .../ CORRUPT DATA... .../ FILE DELETED DUE TO SYSTEMS FAILURE...

/ data stream terminated



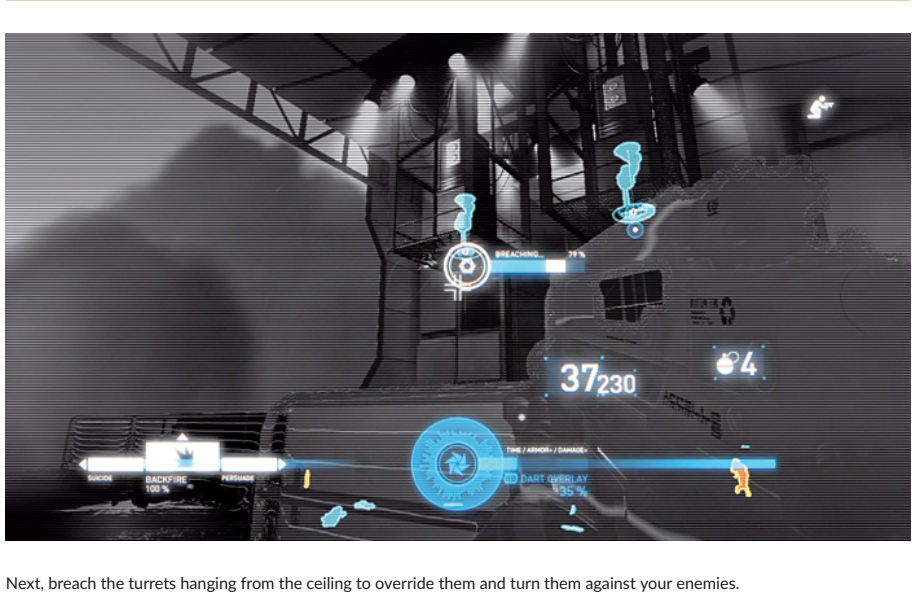
Drop down through a hole in the floor and walk forward until you see a hatch you can open. Press the action button repeatedly to open the hatch so you can get into the fight.



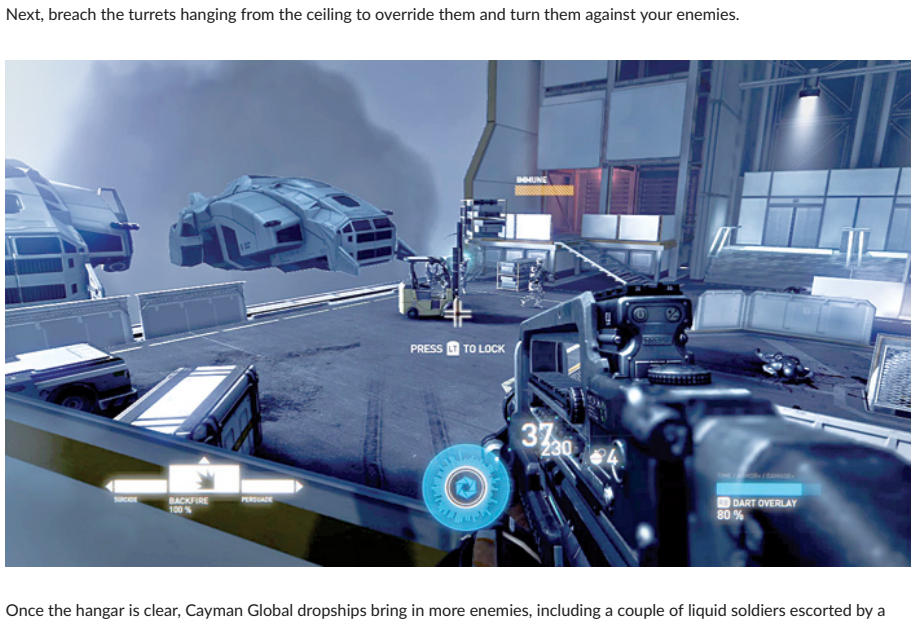
As you emerge onto a platform, start by clearing off the enemies on the platform before they turn on you.

### Tip

If you have a gauss rifle, or find one on the ground, save it for using against armored soldiers. Once you breach their armor, you can take cover, lock on to the soldier, and fire at them from behind cover. Use another weapon for the other enemies.



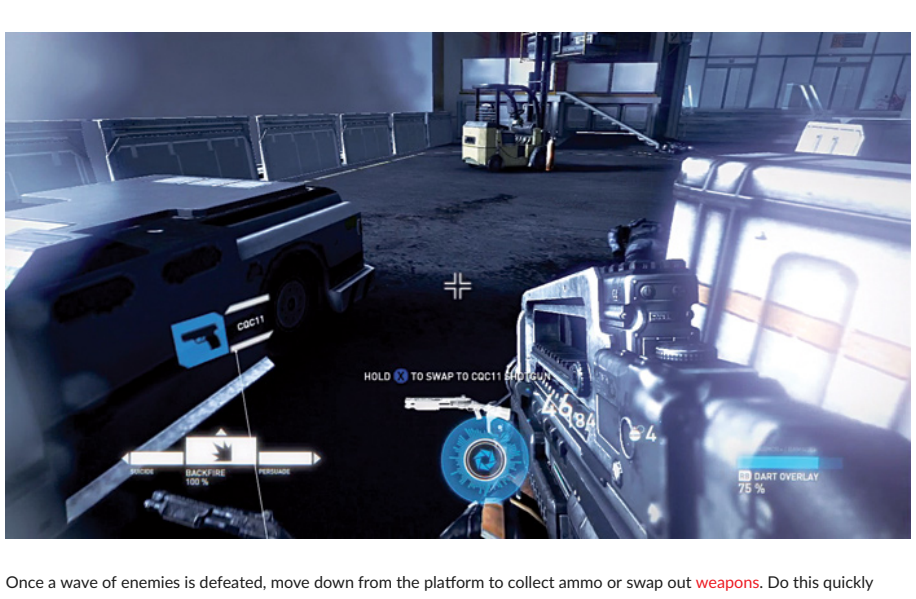
Next, breach the turrets hanging from the ceiling to override them and turn them against your enemies.



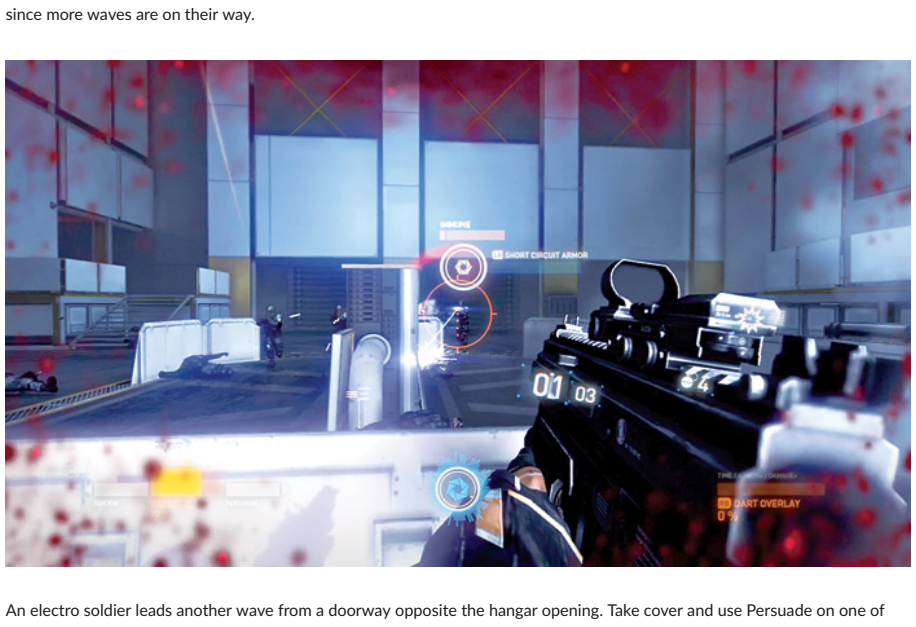
Once the hangar is clear, Cayman Global dropships bring in more enemies, including a couple of liquid soldiers escorted by a jammer soldiers. Kill the jammers and then breach the liquid soldiers' armor to crystallize it so you can kill them.

### Tip

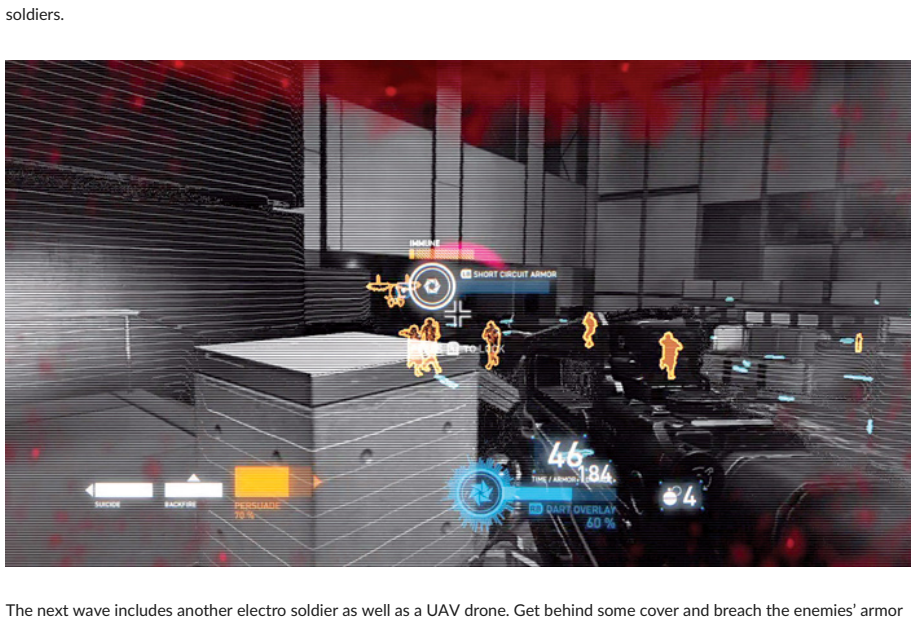
The key to this battle is using your apps to attack enemies. Even if using Suicide kills only one enemy, it can eliminate a threat hiding behind cover.



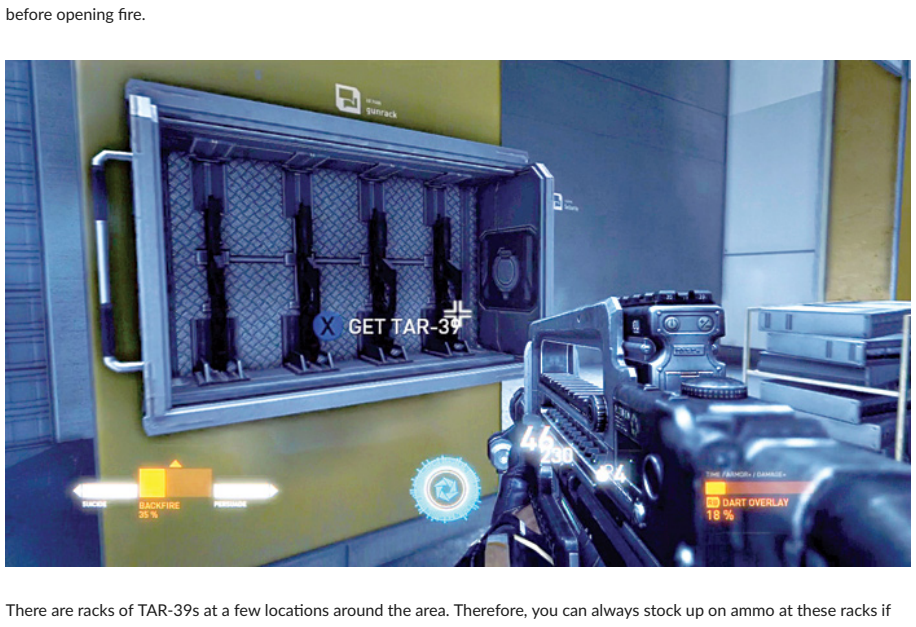
Once a wave of enemies is defeated, move down from the platform to collect ammo or swap out weapons. Do this quickly since more waves are on their way.



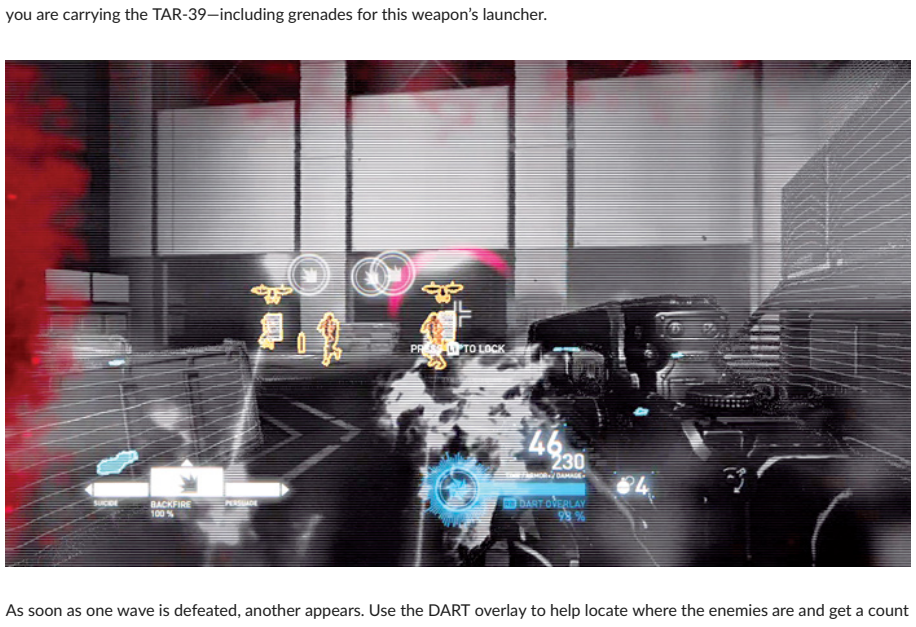
An electro soldier leads another wave from a doorway opposite the hangar opening. Take cover and use Persuade on one of the other soldiers, then short-circuit the electro soldier's armor and fire away. Don't forget to use grenades you can pick up after you've deactivated them. Frag grenades can give you some extra firepower for inflicting a lot of damage on the armored soldiers.



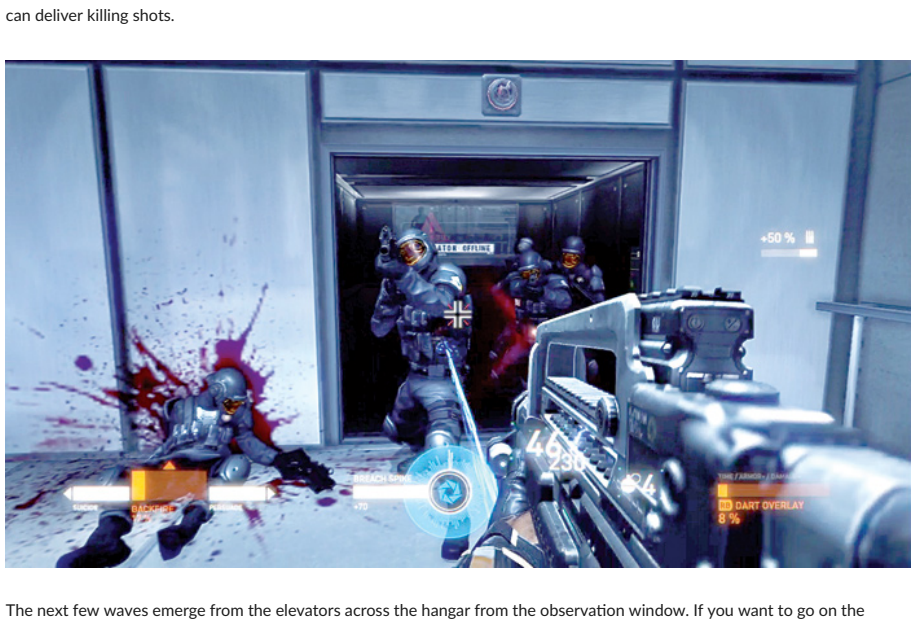
The next wave includes another electro soldier as well as a UAV drone. Get behind some cover and breach the enemies' armor before opening fire.



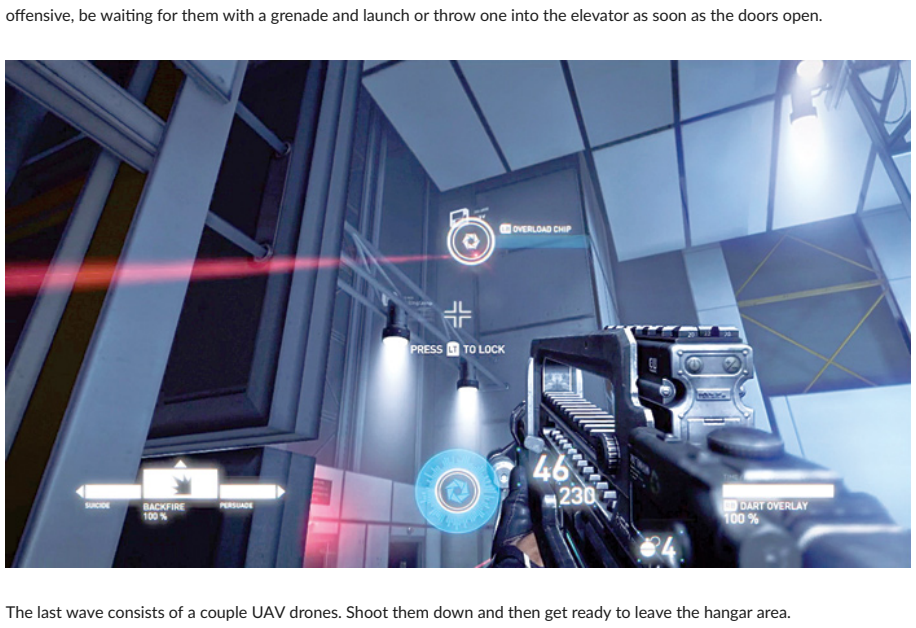
There are racks of TAR-39s at a few locations around the area. Therefore, you can always stock up on ammo at these racks if you are carrying the TAR-39—including grenades for this weapon's launcher.



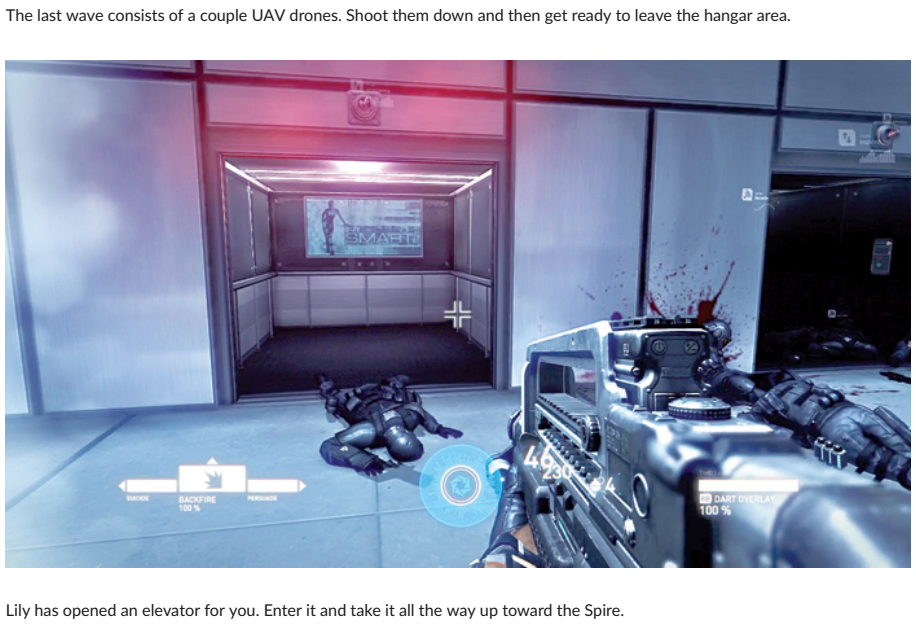
As soon as one wave is defeated, another appears. Use the DART overlay to help locate where the enemies are and get a count of how many you face as well as the types of threats. Don't forget to use the Backfire app on enemies with riot shields so you can deliver killing shots.



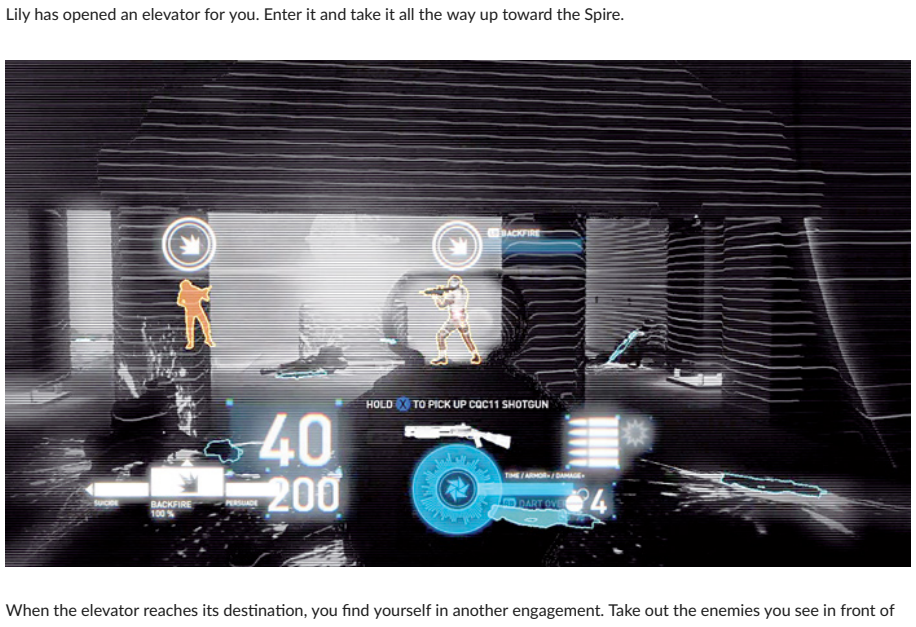
The next few waves emerge from the elevators across the hangar from the observation window. If you want to go on the offensive, be waiting for them with a grenade and launch or throw one into the elevator as soon as the doors open.



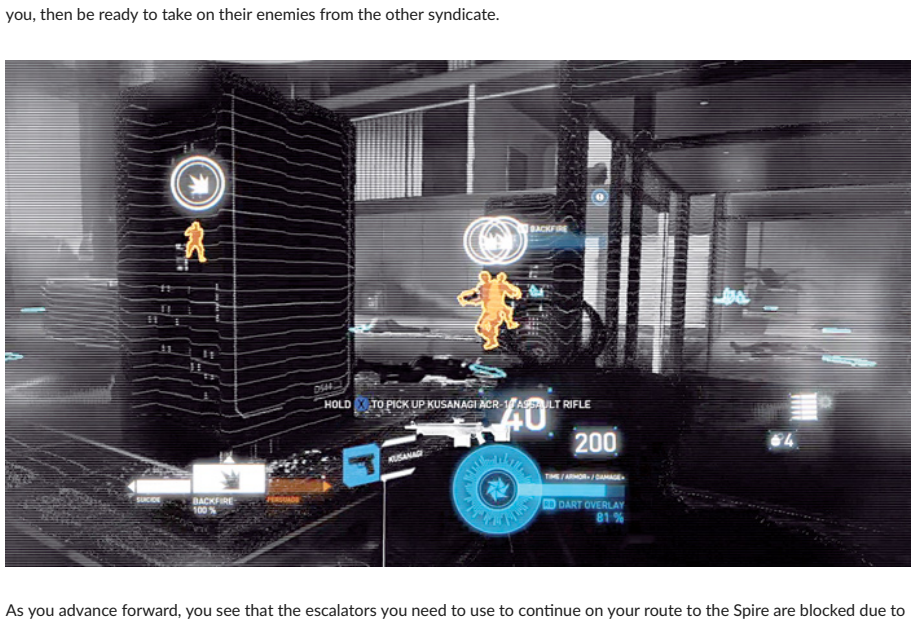
The last wave consists of a couple UAV drones. Shoot them down and then get ready to leave the hangar area.



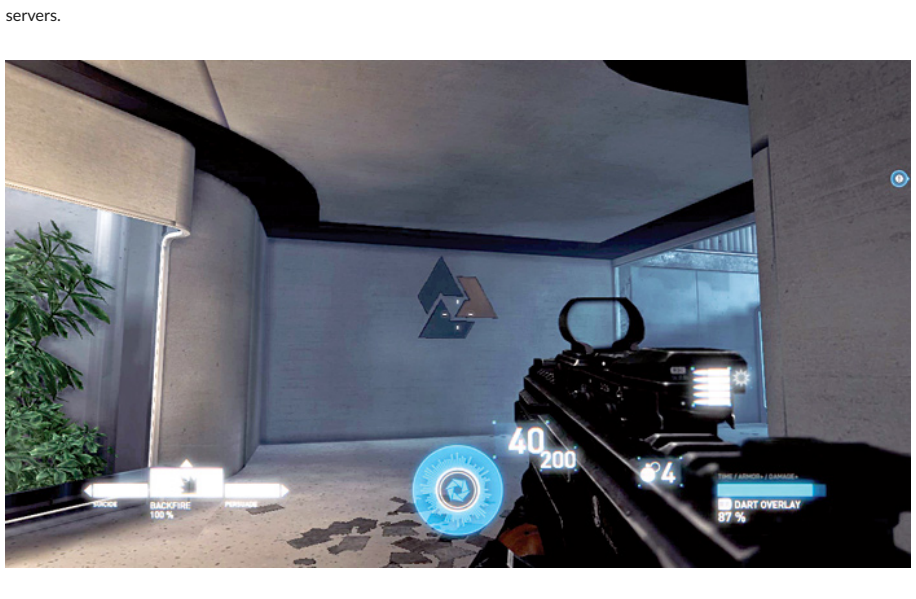
Lily has opened an elevator for you. Enter it and take it all the way up toward the Spire.

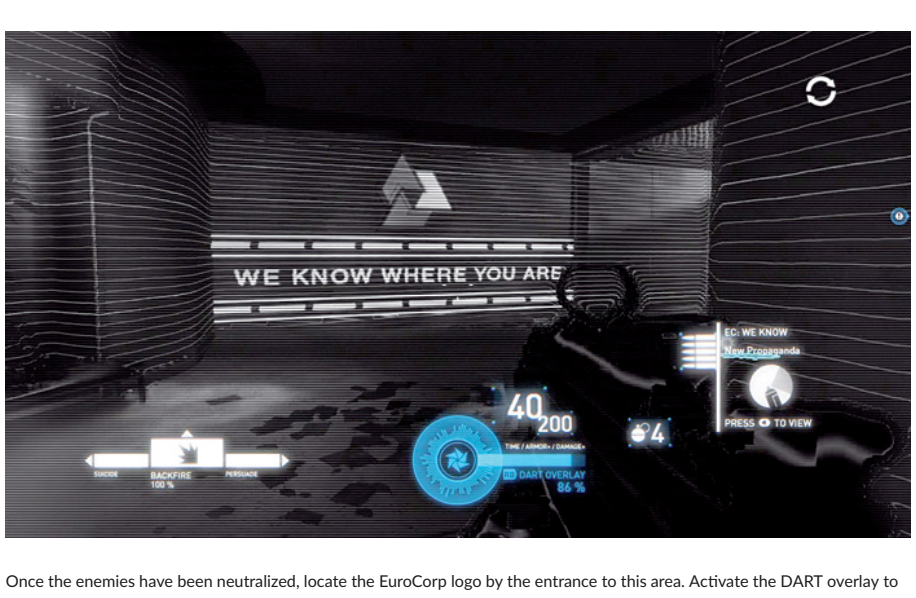


When the elevator reaches its destination, you find yourself in another engagement. Take out the enemies you see in front of you, then be ready to take on their enemies from the other syndicate.



As you advance forward, you see that the escalators you need to use to continue on your route to the Spire are blocked due to a security lockdown. Therefore, follow the corridor to the right and clear several enemies from a room with several computer servers.





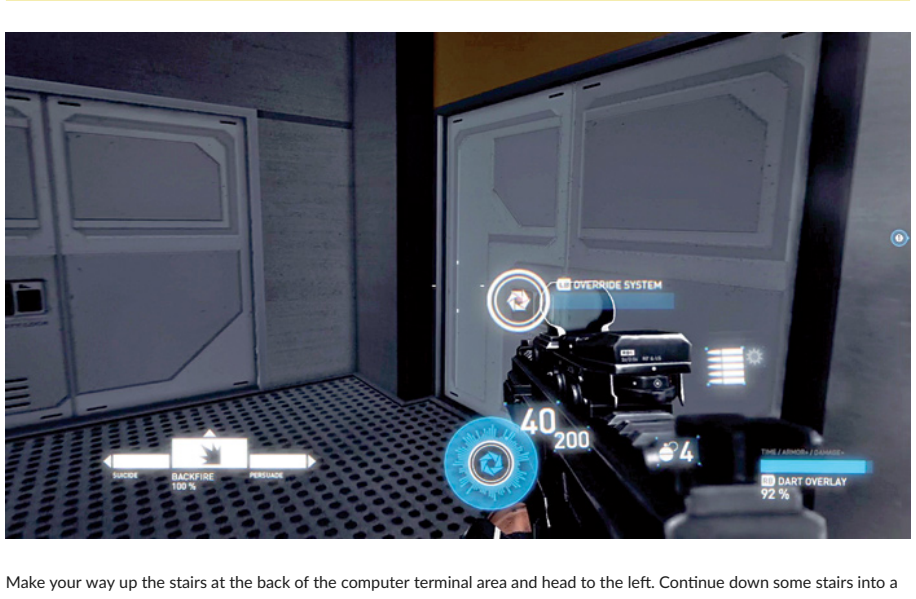
Once the enemies have been neutralized, locate the EuroCorp logo by the entrance to this area. Activate the DART overlay to see the hidden propaganda.

### New Propaganda

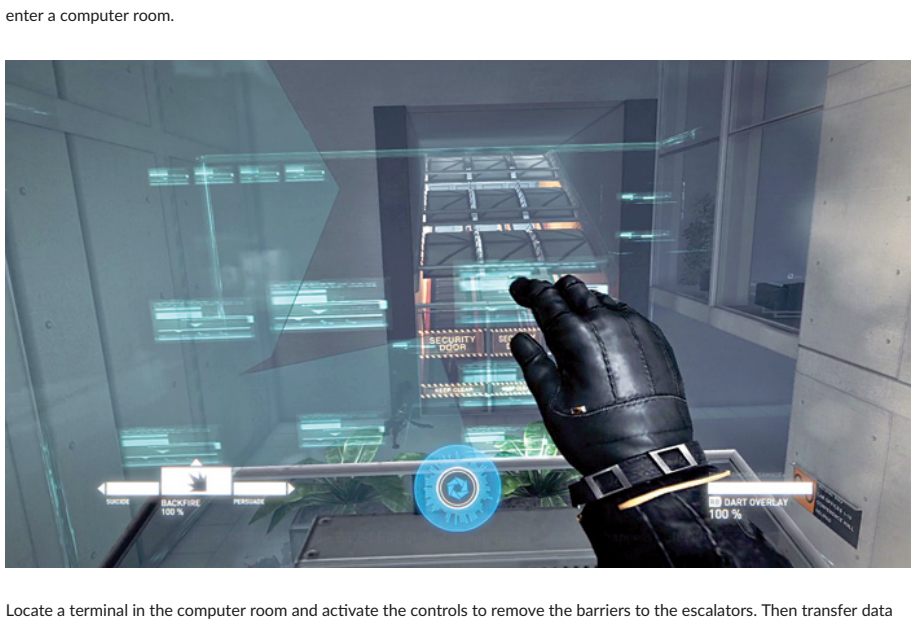
**EC:** WE KNOW

"WE KNOW WHERE YOU ARE."

—EuroCorp



Make your way up the stairs at the back of the computer terminal area and head to the left. Continue down some stairs into a small room. Download some intel from the terminal at the far end. Exit this area and then walk across the back of the terminal area. Go through a door on the right side to enter a small passageway. Breach a door in there to override the system, then enter a computer room.



Locate a terminal in the computer room and activate the controls to remove the barriers to the escalators. Then transfer data from a couple of computers to your chip.

### New Corporation Profile

I.I.A: ASER-TELLINGER

/ ORGANIZATION PROFILE

**Name:** Aser-Tellinger Industries
**Affiliation:** Cayman Global
**Activity:** Weapon manufacturer

INTEL FEED

Aser-Tellinger was the main contractor for the Canadian military forces from 1990 to 2038. They were contracted by the state Governors for east-coast North America, during the increasing conflict between EuroCorp and US Central Intelligence.

As the US Government was disbanded in 2039, Aser-Tellinger merged with the remaining subsidiaries of US Central Intelligence and the freedom forces of Quebec, becoming the weapons branch of the I.I.A. Syndicate.

Turning into the largest army for hire in the world, Aser-Tellinger's work became to arm and equip the infantry and light-mechanized units of I.I.A, focusing on mobile and adaptable armament.

For economic growth, models already in production were licensed to external partners, including their former enemies EuroCorp.

/ end of entry

### New Corporation Profile

EUROCORP: NRT SYSTEMS AG

/ ORGANIZATION PROFILE

**Name:** NRT Systems AG
**Affiliation:** EuroCorp
**Activity:** Military Defense Research

INTEL FEED

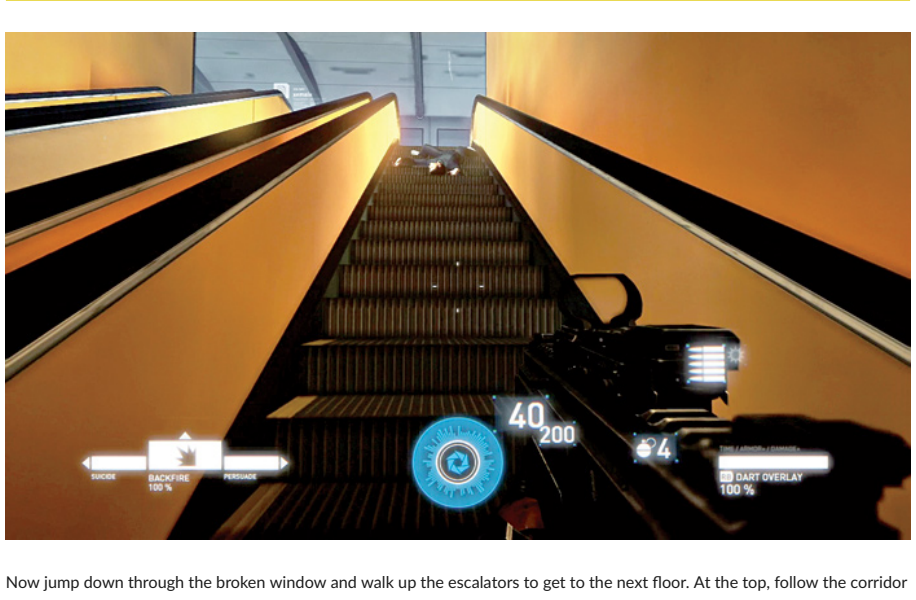
NRT-Bau AG was originally a European housing contractor, formed in 2008. During the unrest in Europe from 2010 to the forming of EuroCorp in 2017, the company consolidated its product portfolio and instead focused on defensive architecture.

EuroCorp's Research Division courted NRT and in 2021 this resulted in a merger, where both parties signed a mutual agreement contract, and renaming the company to NRT Systems. EuroCorp opened up the door to military research and ground-breaking results in material construction allowing NRT to grow into a worldwide competitor.

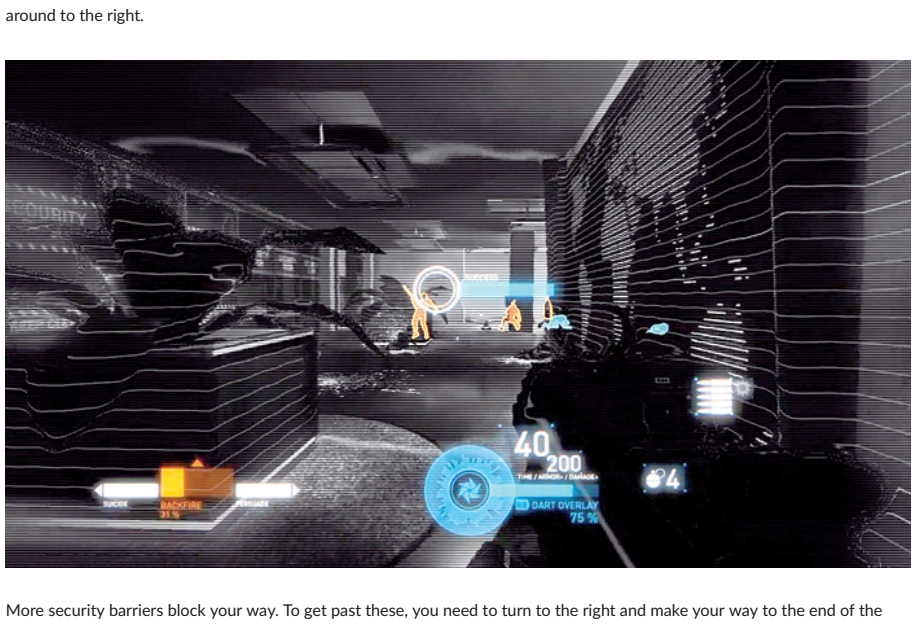
In 2051, NRT engineers and construction workers were contracted to design and produce the Manhattan riot wall in less than six months, separating New York's unchipped inhabitants from the main populace.

From 2062, NRT Systems expanded their product portfolio with personnel armor and portable defense systems, arming EuroCorp's local enforcers and developing the fashionable Agent Coat body armor.

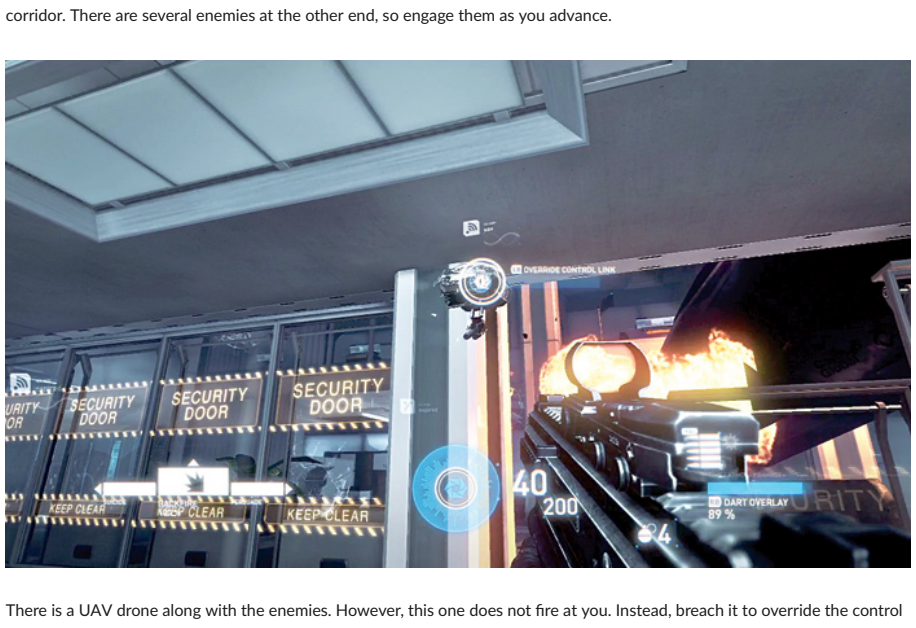
/ end of entry



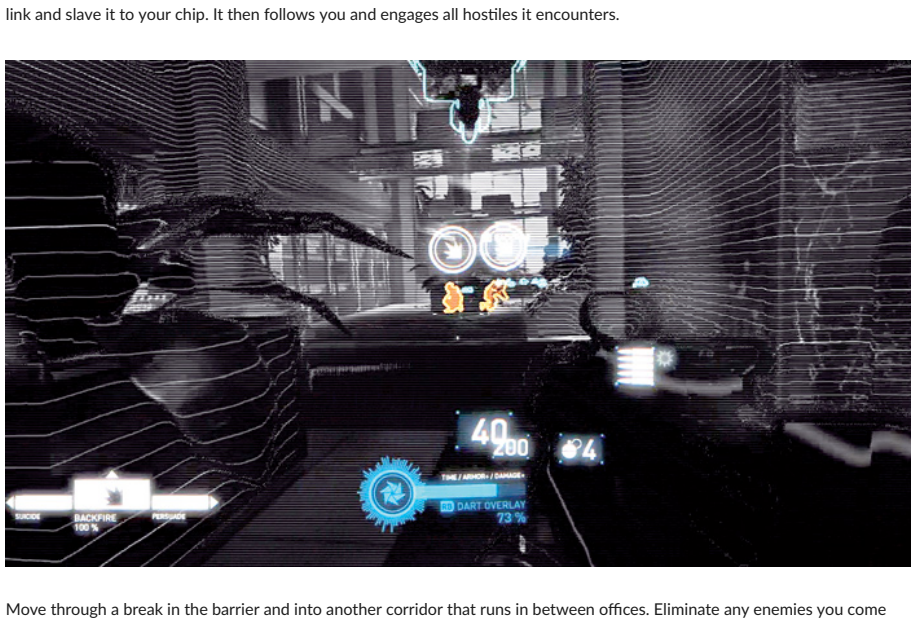
Now jump down through the broken window and walk up the escalators to get to the next floor. At the top, follow the corridor around to the right.



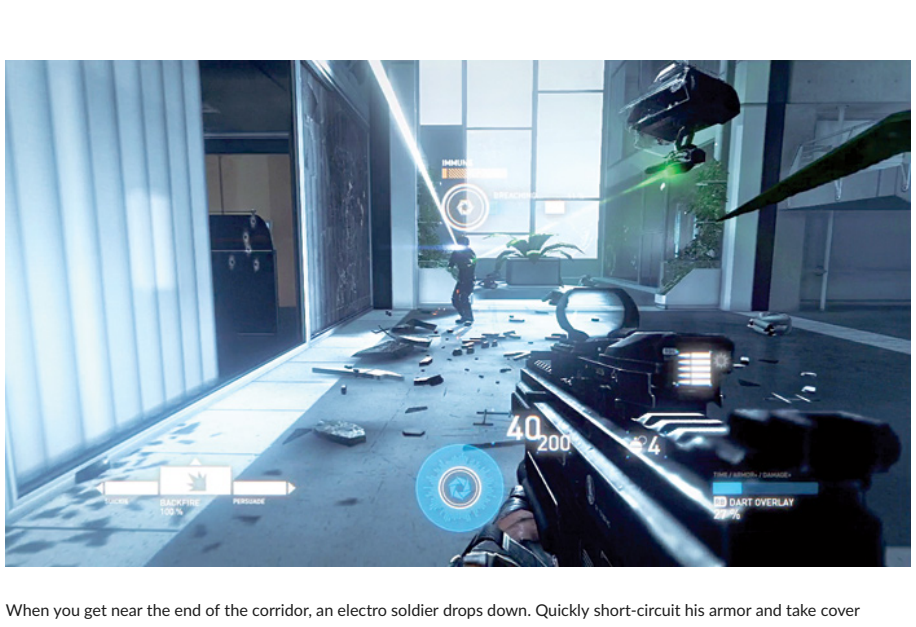
More security barriers block your way. To get past these, you need to turn to the right and make your way to the end of the corridor. There are several enemies at the other end, so engage them as you advance.



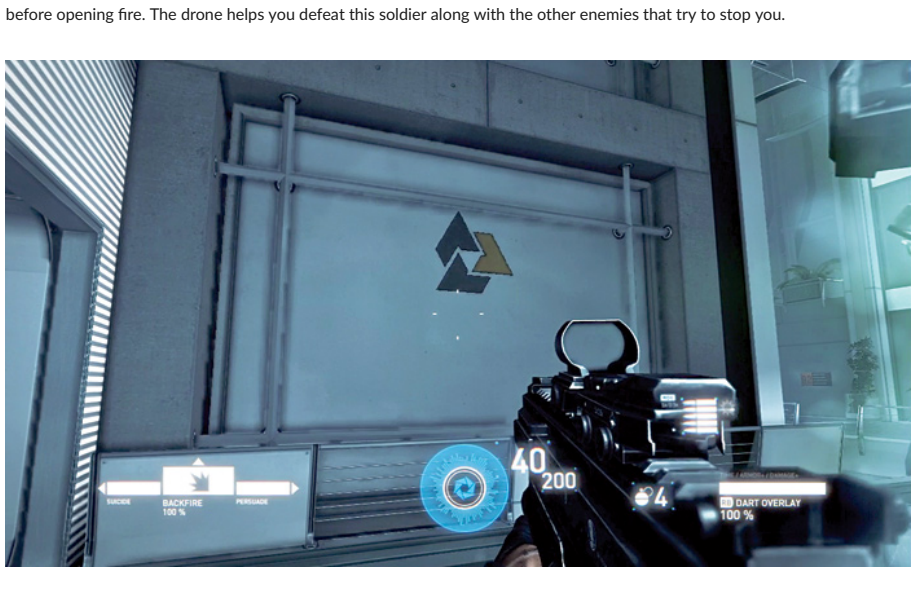
There is a UAV drone along with the enemies. However, this one does not fire at you. Instead, breach it to override the control link and slave it to your chip. It then follows you and engages all hostiles it encounters.

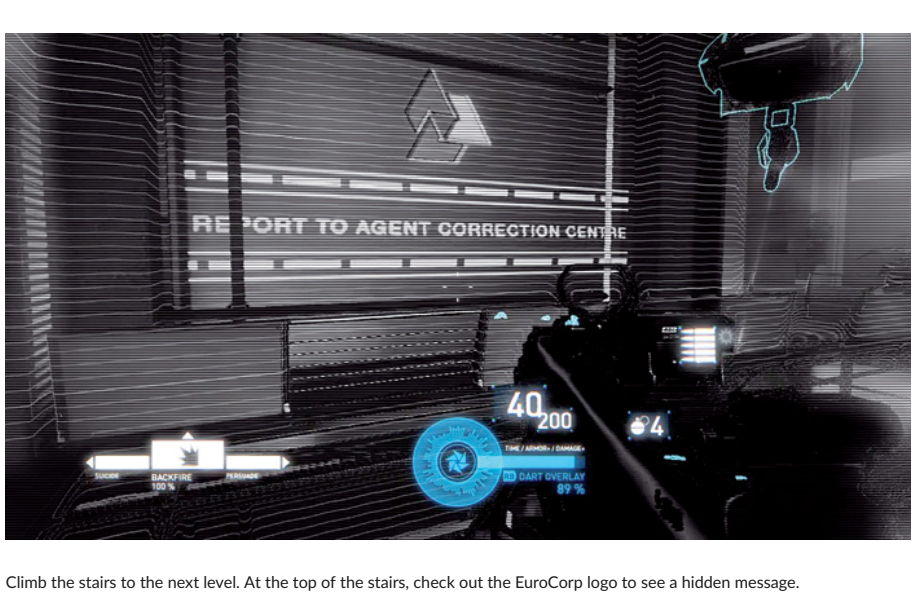


Move through a break in the barrier and into another corridor that runs in between offices. Eliminate any enemies you come across as you advance. Watch out for enemies that drop in behind you as well as others up on higher walkways that snipe down on you. The drone's green targeting laser can help you detect enemies you may not notice until they start firing at you.



When you get near the end of the corridor, an electro soldier drops down. Quickly short-circuit his armor and take cover before opening fire. The drone helps you defeat this soldier along with the other enemies that try to stop you.





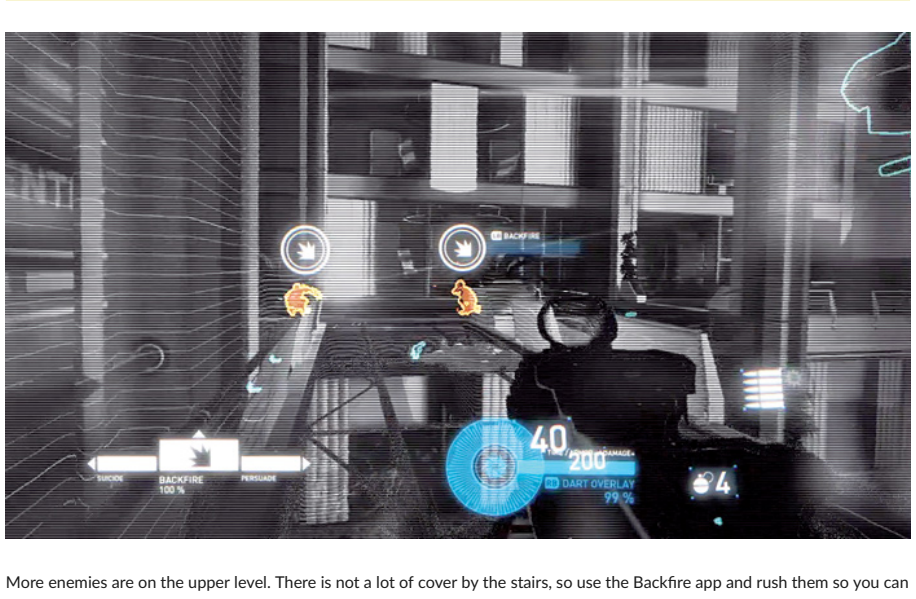
Climb the stairs to the next level. At the top of the stairs, check out the EuroCorp logo to see a hidden message.

### New Propaganda

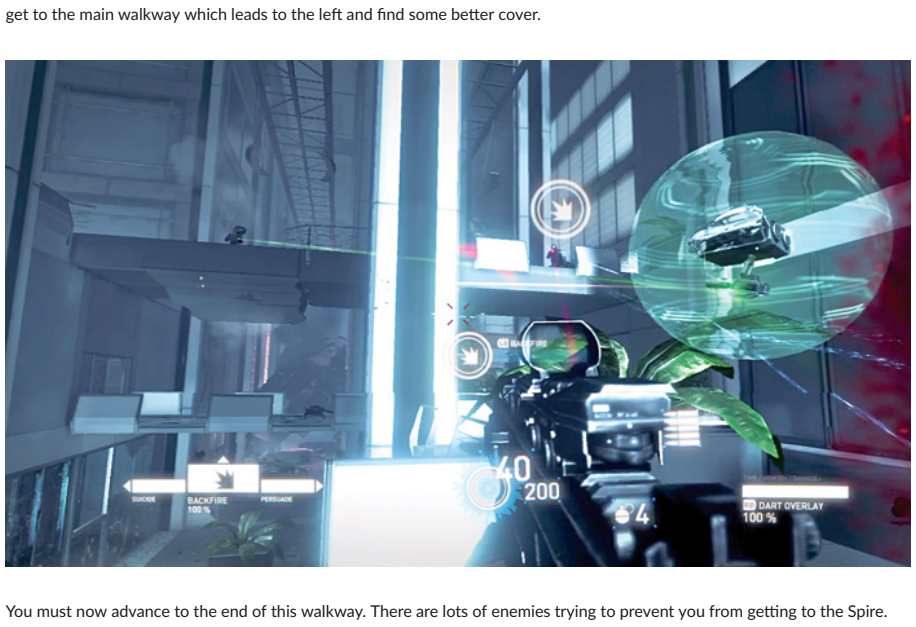
**EC:** CORRECTION

"REPORT TO AGENT CORRECTION CENTER."

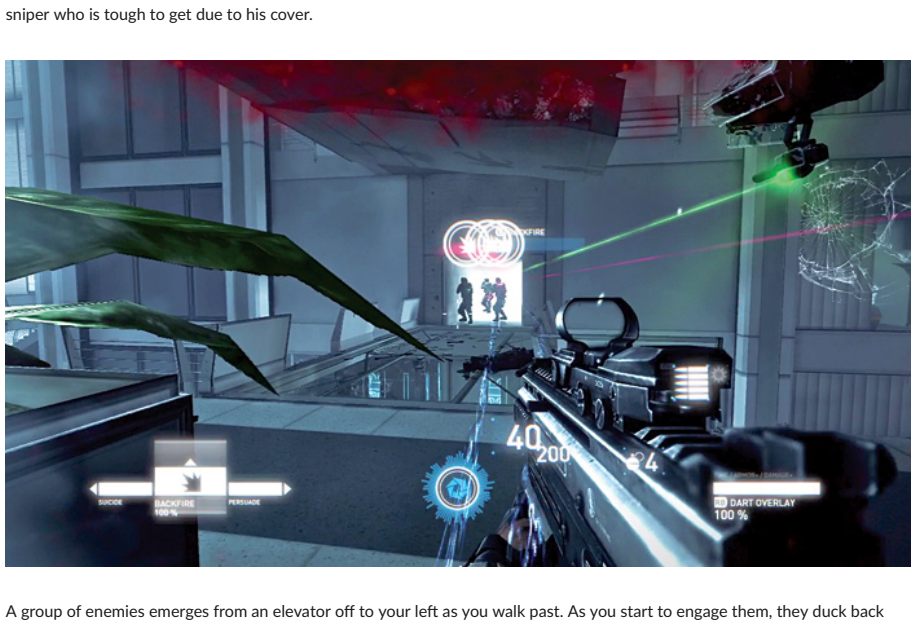
—EuroCorp



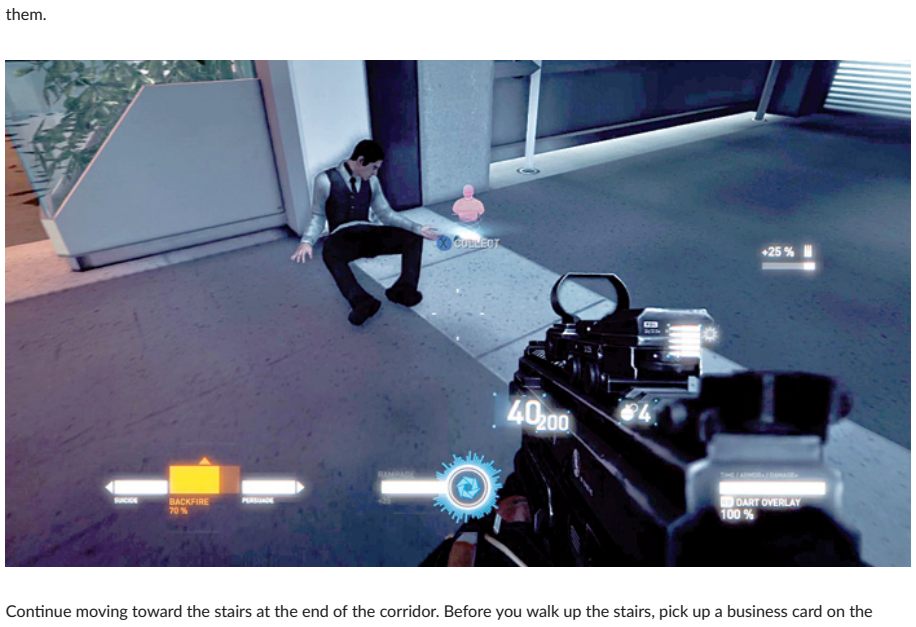
More enemies are on the upper level. There is not a lot of cover by the stairs, so use the Backfire app and rush them so you can get to the main walkway which leads to the left and find some better cover.



You must now advance to the end of this walkway. There are lots of enemies trying to prevent you from getting to the Spire. Watch for snipers on the upper levels. Try to pick them off from a distance. The Suicide app can be a good way to eliminate a sniper who is tough to get due to his cover.



A group of enemies emerges from an elevator off to your left as you walk past. As you start to engage them, they duck back into the elevator and shut the door, waiting for you to turn your attention to other enemies. Get a grenade ready and launch it as soon as the door opens. Another option is to use the Persuade or Suicide app on one of these enemies to neutralize all of them.



Continue moving toward the stairs at the end of the corridor. Before you walk up the stairs, pick up a business card on the floor below the stairs. This is the last business card in the campaign game and if you picked up all the rest, you now have the complete collection.

### New Personnel Log

GENE INGRAM

/ PROFILE ENTRY

**Name:** Gene Ingram
**Age:** 61
**Position:** Independent Market Analyst
**Affiliation:** Unaffiliated (EuroCorp sponsored)
**Clearance:** N/A

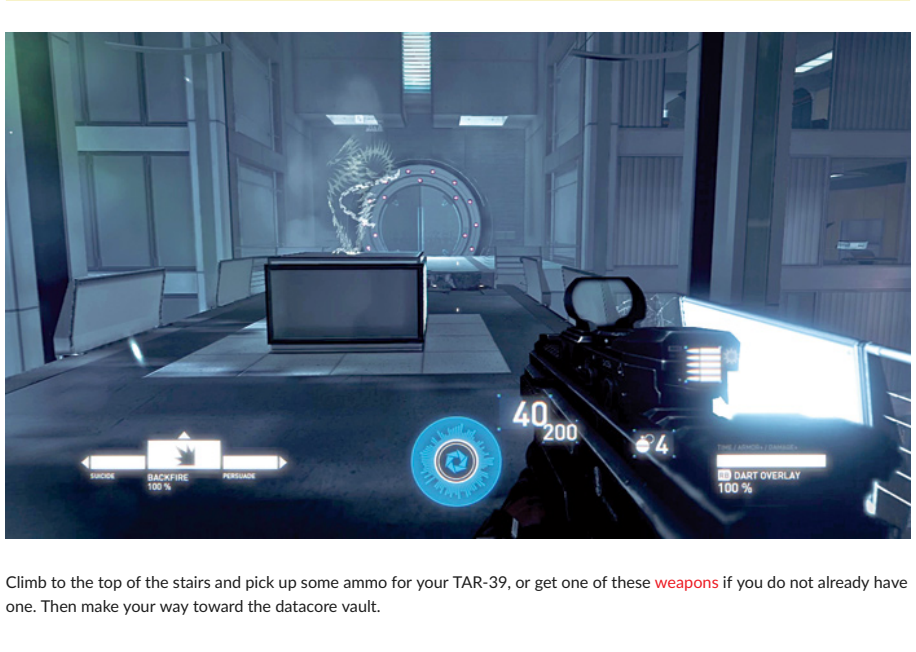
LOGGED ENTRY

**/ excerpt_Guest.lecture:** Reeves University of Business

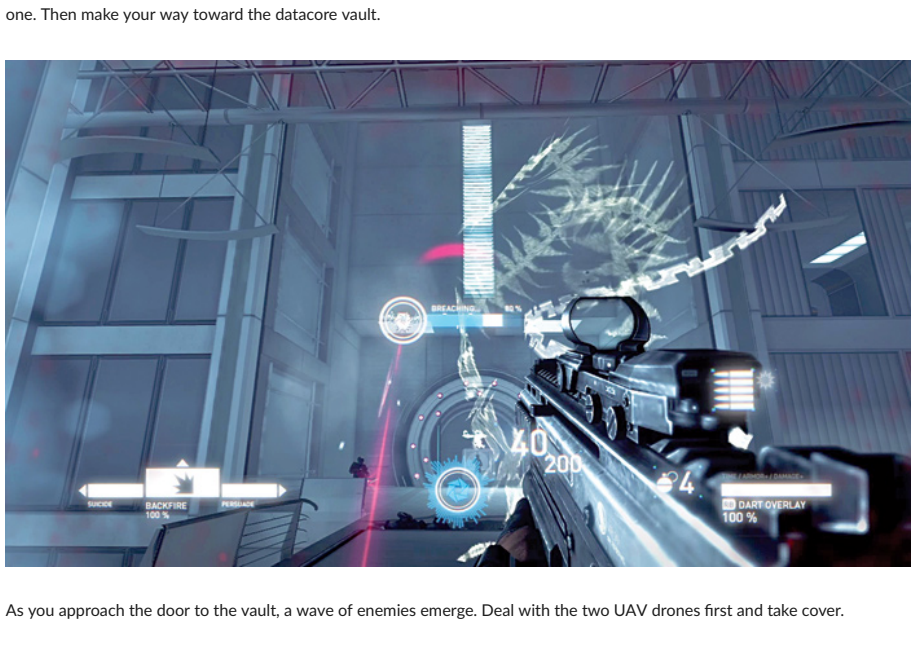
There's been a lot of buzz about Wulf Western Incorporated, an up-and-coming Syndicate that's been making some ripples on the European markets. Some are saying that if their management upholds their current strategic course, they'll be in a position to challenge the major Syndicates in certain key markets.

My analysis of this is that it is nothing but bunk. I've been in this business for many years, and I can't tell you how many times I've seen investors put their money into upstart Syndicates only to lose it all when the house of cards comes crumbling down. Mark my words—within two years, what remains of Wulf Western's holdings will have been divided up between EuroCorp, Aspari and Cayman Global.

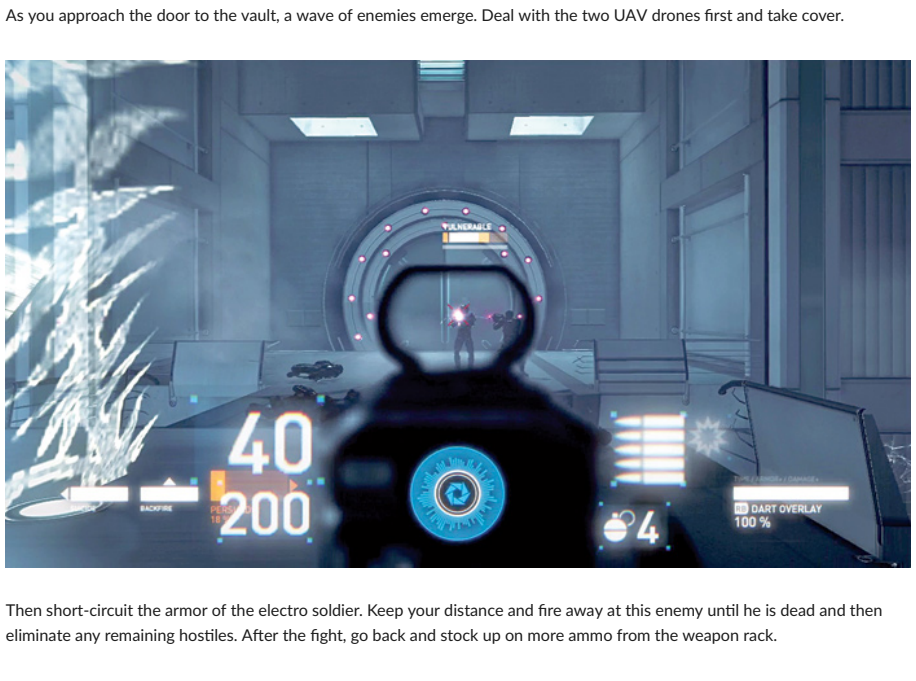
/ end of entry



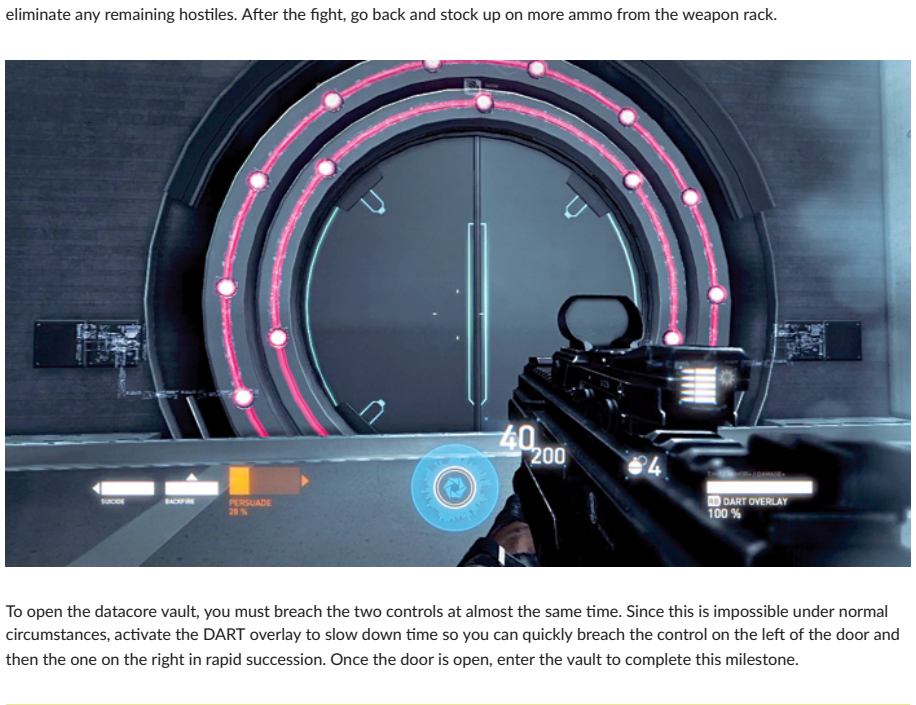
Climb to the top of the stairs and pick up some ammo for your TAR-39, or get one of these weapons if you do not already have one. Then make your way toward the datacore vault.



As you approach the door to the vault, a wave of enemies emerge. Deal with the two UAV drones first and take cover.



Then short-circuit the armor of the electro soldier. Keep your distance and fire away at this enemy until he is dead and then eliminate any remaining hostiles. After the fight, go back and stock up on more ammo from the weapon rack.



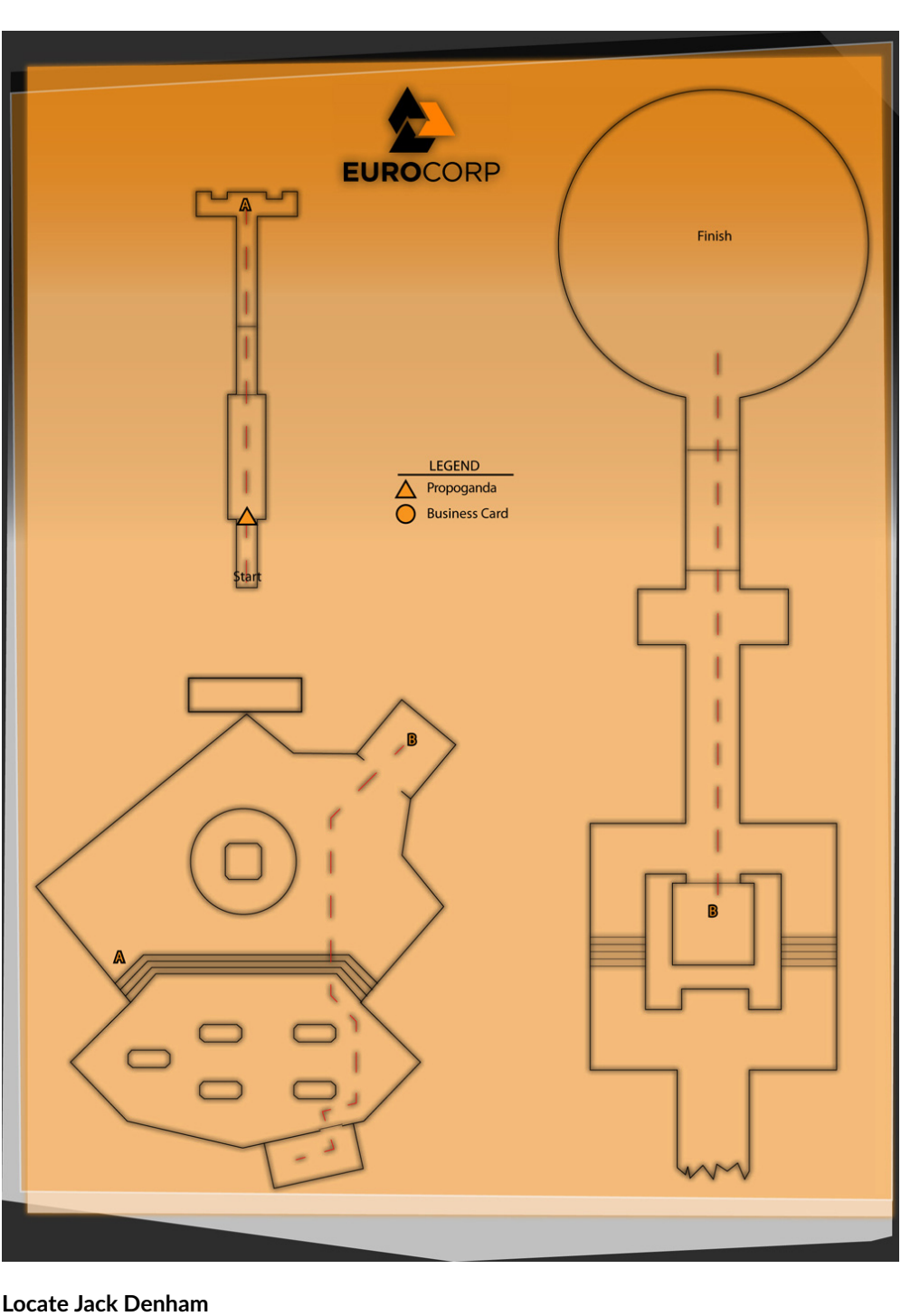
To open the datacore vault, you must breach the two controls at almost the same time. Since this is impossible under normal circumstances, activate the DART overlay to slow down time so you can quickly breach the control on the left of the door and then the one on the right in rapid succession. Once the door is open, enter the vault to complete this milestone.

### Mastermind

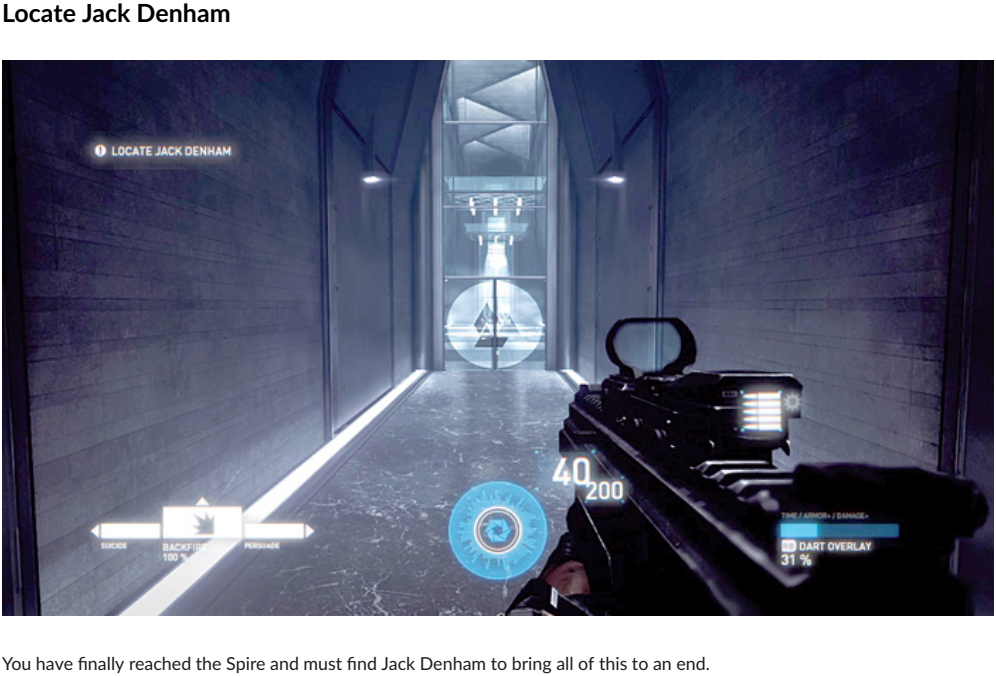
Unlock the datacore on the first attempt in order to earn this award.

Campaign Walkthrough

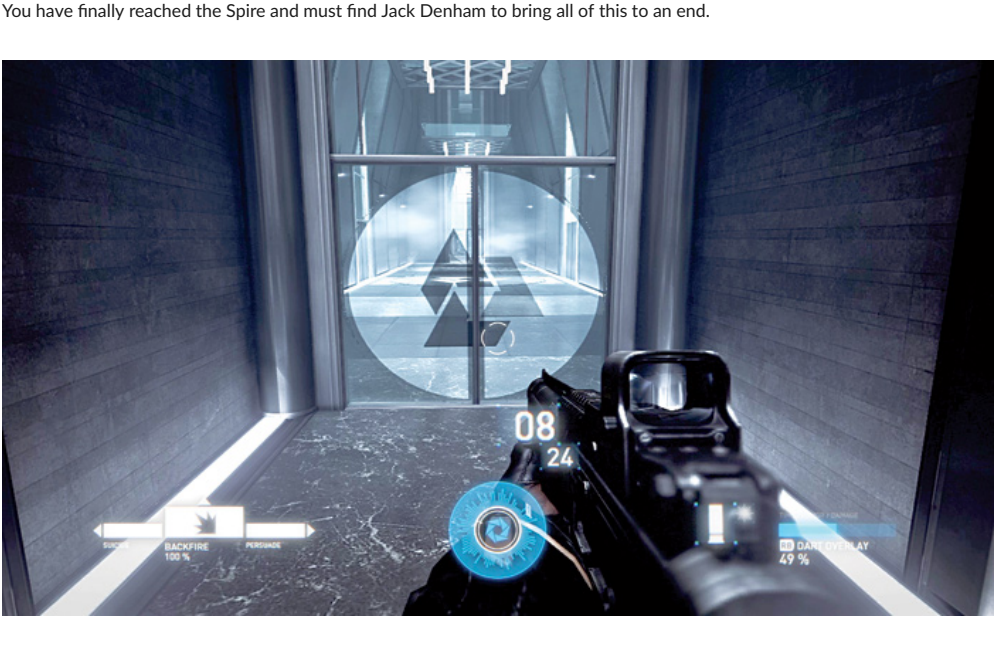
# Milestone 20: Jack Denham

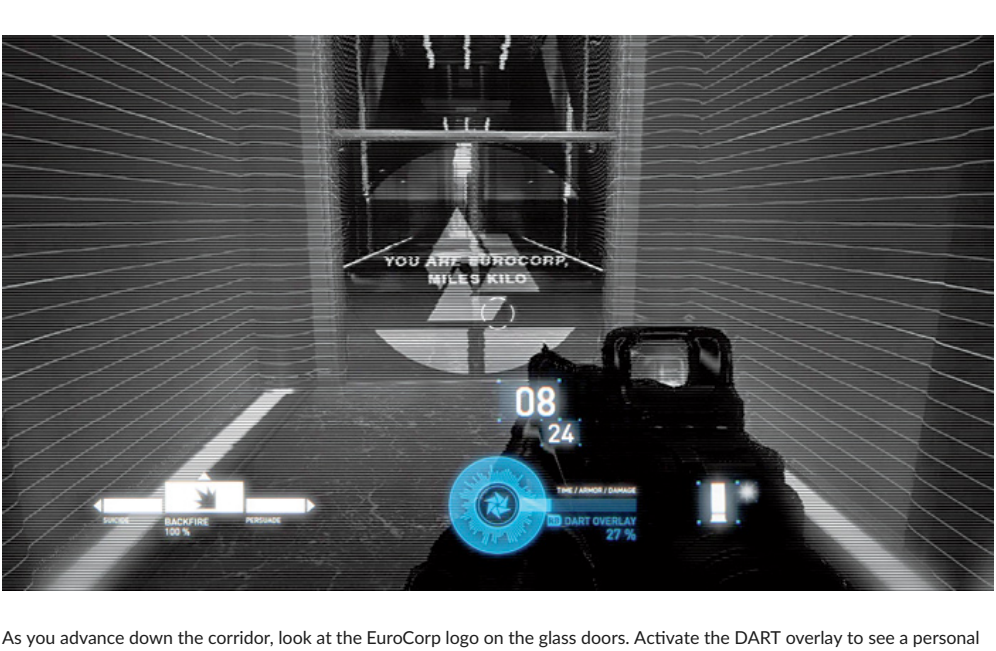


## Locate Jack Denham



You have finally reached the Spire and must find Jack Denham to bring all of this to an end.





As you advance down the corridor, look at the EuroCorp logo on the glass doors. Activate the DART overlay to see a personal propaganda message.

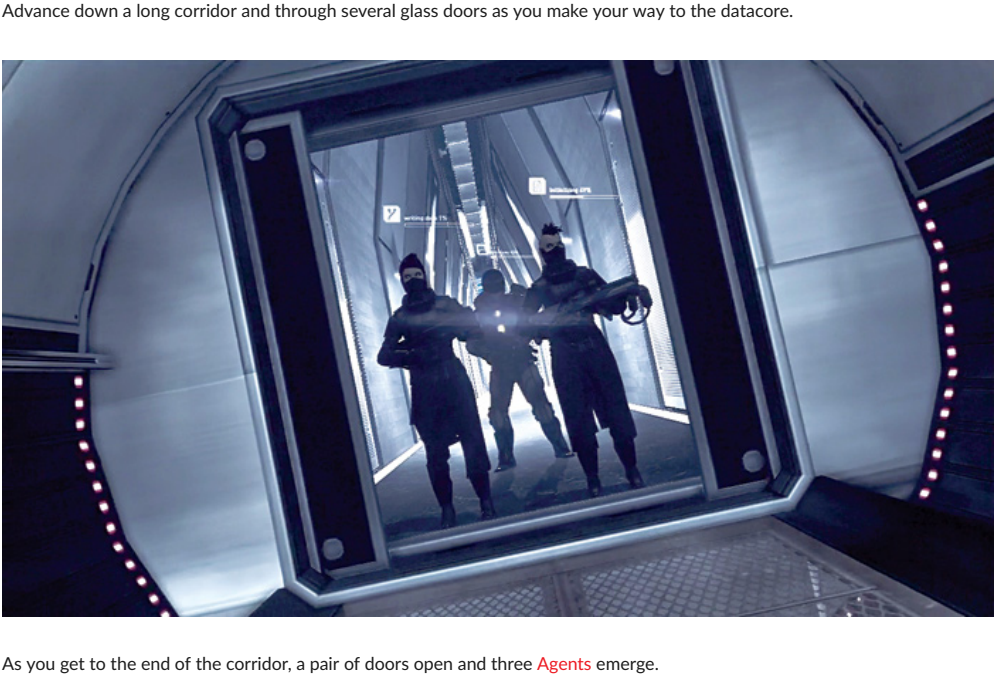
### New Propaganda

**EC:** MILES KILO

**"YOU ARE EUROCORP, MILES KILO."**

—EuroCorp

Advance down a long corridor and through several glass doors as you make your way to the datacore.



As you get to the end of the corridor, a pair of doors open and three Agents emerge.

If you thought fighting against one Agent at a time was tough, three is near impossible. However, you are Miles Kilo—and you can do this.

### New Agent Threat Profile

**THREAT: AGENT TWINS**

**/ PROFILE ENTRY**

**Name:** Jane Webb (female), Maria Strong (female)
**Age:** 24 / twins
**Position:** Anti-Agent Squad, Roaming Remit
**Affiliation:** EuroCorp
**Clearance:** Grade 10

**THREAT ANALYSIS**

**Feature:** Pair-bond process permits activation of nano-healing systems between twins when in close proximity. Slave-bond to Agent Merit permits this activation at range.
**Feature:** Personal electro-armor protects against most attacks.

**TACTICAL SUMMARY**

Pair-bonding allows each twin to activate the other's nano-healing systems when they are in close proximity. This surge of healing is enough to bring the downed Agent back into the fight.

Both pair- and slave-bonding require line of sight.

Blunt force physical assault needed to disable pair- and slave-bonding.

**BACKGROUND**

Indentured London 2045, aged four months; reared at EuroCorp Geneva under strict twin separation protocols; initialized for basic training 2057.

**INTEL FEED**

/ AgentOps.tactical: pair_bonding

A new method of slave-bonding the team to an external overseer has recently been initiated, to modest results when controlling up to 4 Agents.

Remote triggering of the slave-bonded Agents' healing protocols has yet to be achieved, and for now requires line of sight.

Wulf Western has recently stolen pair-bonding technology from EuroCorp.

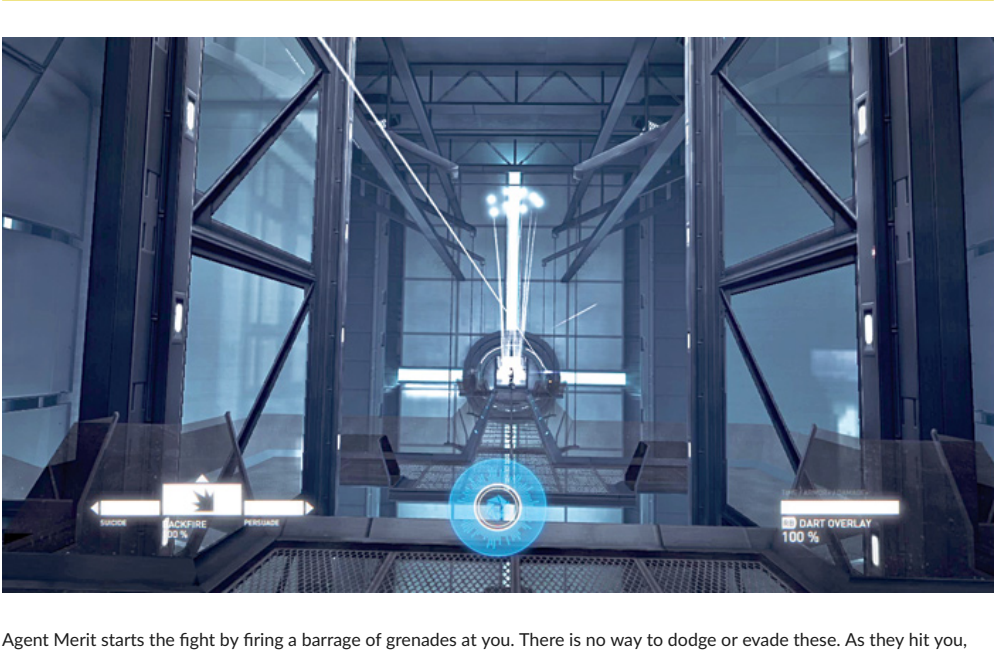
/ Agent.Operations: assignments

Preliminary Ops 2063 to 2065, Webb—Helsinki, Kiev; Strong—Casablanca, Rabat, Tel Aviv.

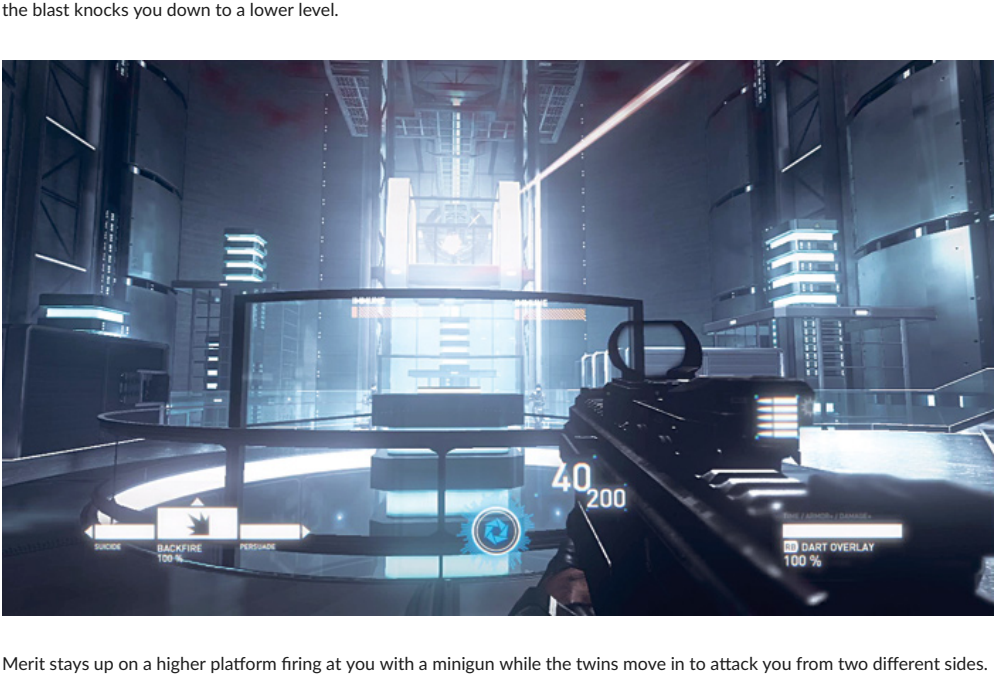
Operations interrupted following success of Empathetic Resonance program at EuroCorp New York and subsequent call for subjects.

Seconded to ER program New York, re-introduced and pair-bonded 2065, completed nanotech surgical augmentation and psycho-emotional channeling 2067.

/ end of entry



Agent Merit starts the fight by firing a barrage of grenades at you. There is no way to dodge or evade these. As they hit you, the blast knocks you down to a lower level.

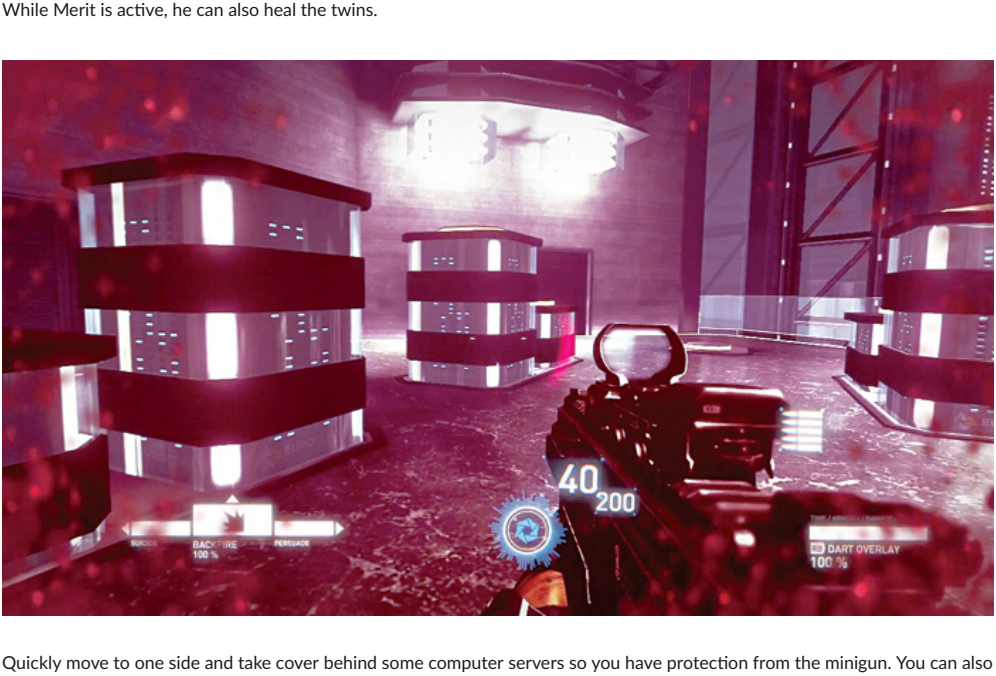


Merit stays up on a higher platform firing at you with a minigun while the twins move in to attack you from two different sides.

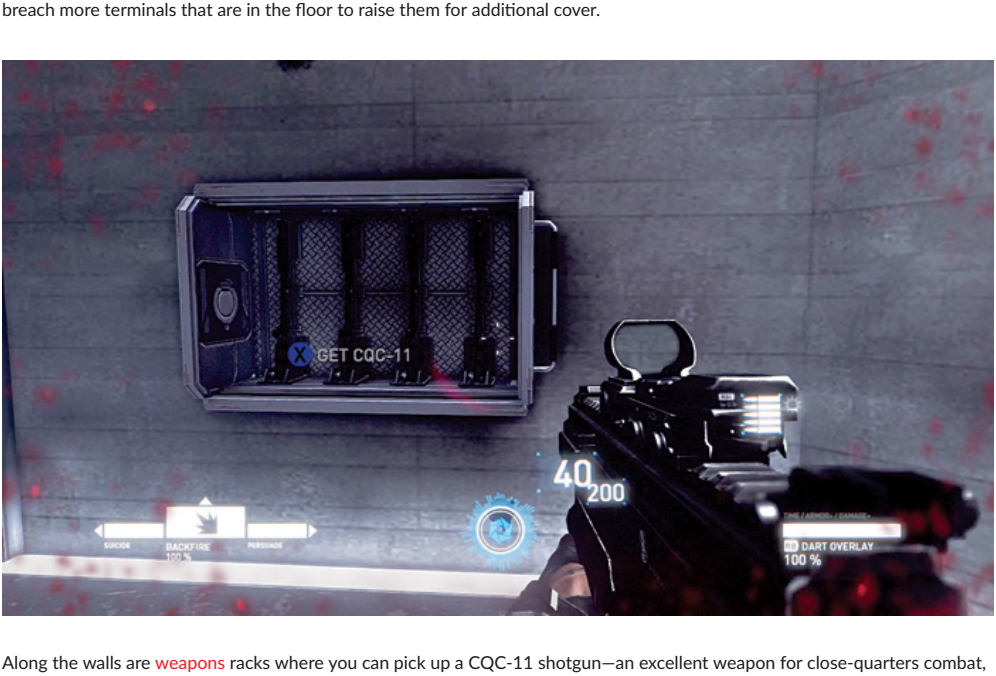
Fire at Merit to trigger a release mechanism on the elevator where he is standing.

That will temporarily take him out of the battle and allow you to focus on the twins. Otherwise Merit continues to fire at you and breach the servers to drop them down into the floor, depriving you of cover.

While Merit is active, he can also heal the twins.

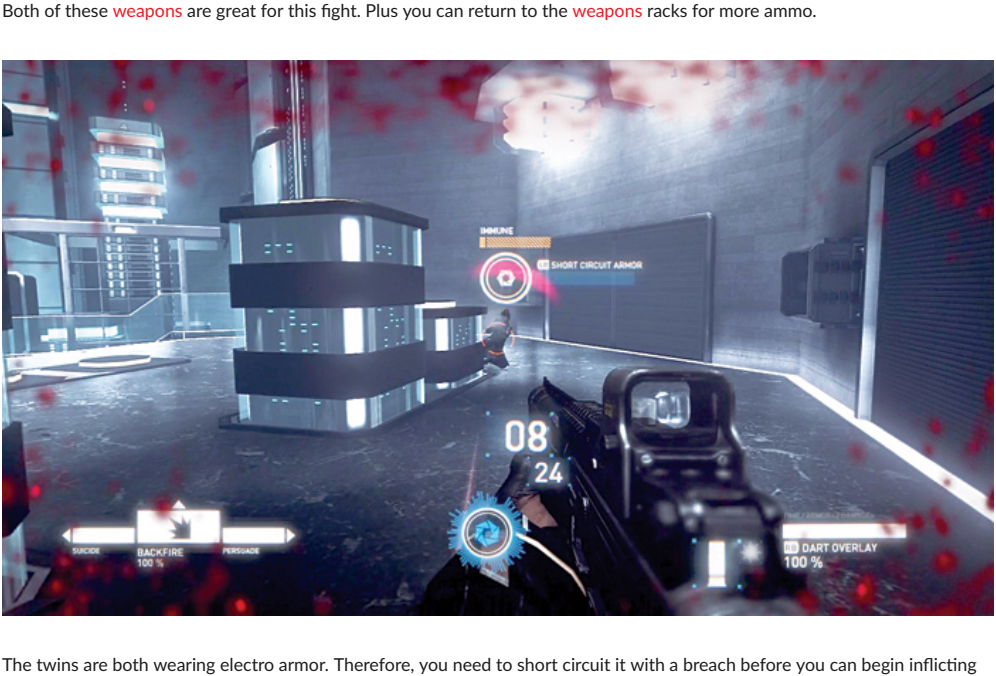


Quickly move to one side and take cover behind some computer servers so you have protection from the minigun. You can also breach more terminals that are in the floor to raise them for additional cover.



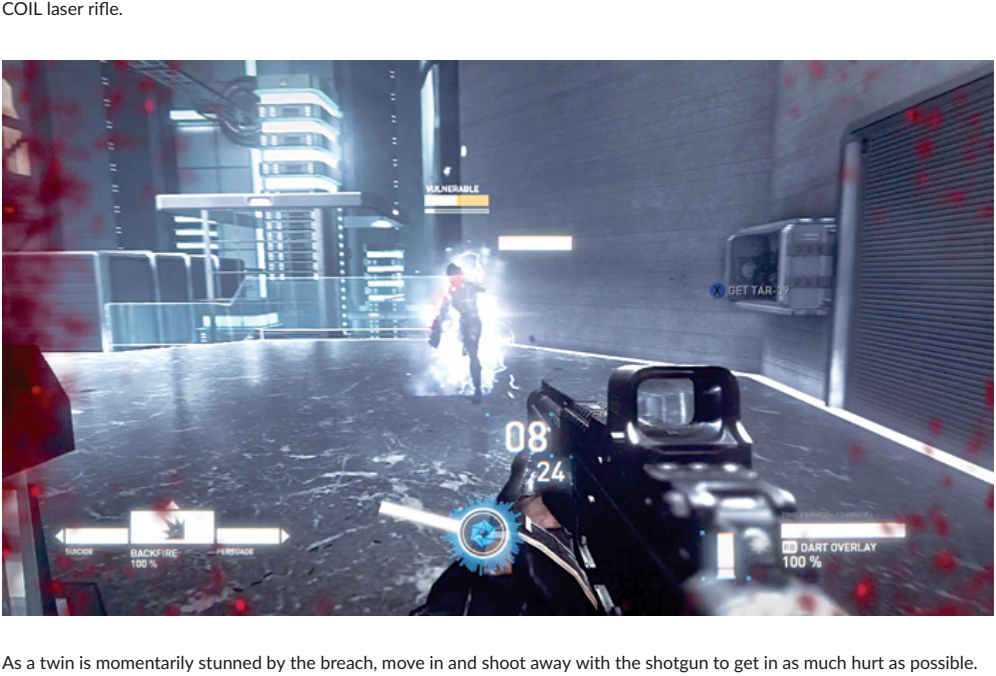
Along the walls are weapons racks where you can pick up a CQC-11 shotgun—an excellent weapon for close-quarters combat, as well as TAR-39s with attached grenade launchers.

Both of these weapons are great for this fight. Plus you can return to the weapons racks for more ammo.

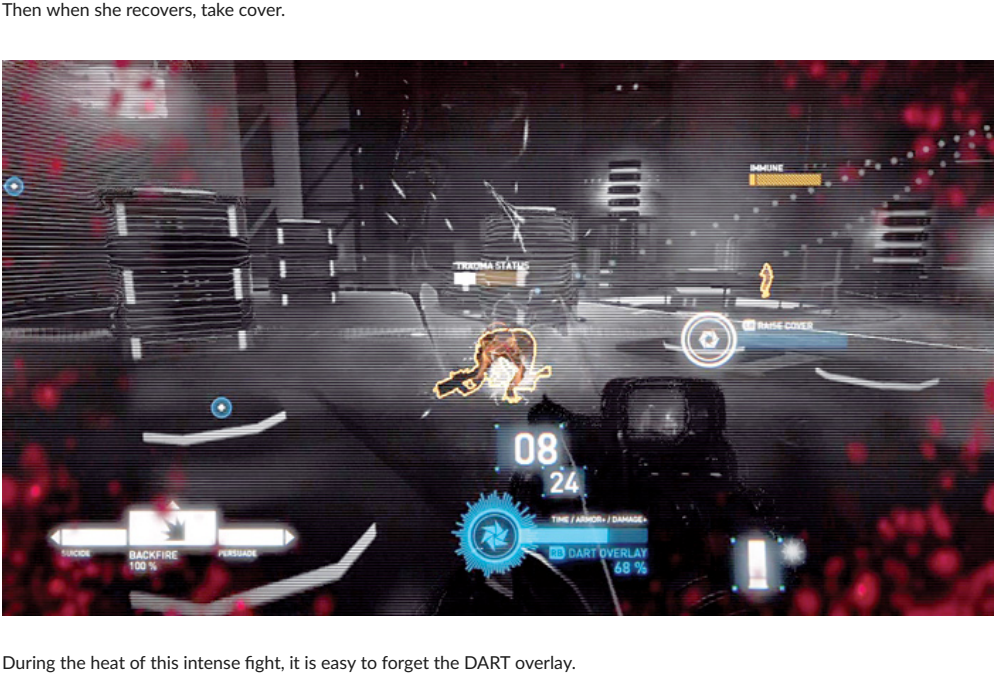


The twins are both wearing electro armor. Therefore, you need to short circuit it with a breach before you can begin inflicting damage. The key is to focus on one twin at a time.

One twin moves in for close combat with a TAR-39 while the other stays back and tries to hurt you with long-range fire from a COIL laser rifle.



As a twin is momentarily stunned by the breach, move in and shoot away with the shotgun to get in as much hurt as possible. Then when she recovers, take cover.



During the heat of this intense fight, it is easy to forget the DART overlay.

However, use it as often as possible since it slows down time and, if you have upgraded with some abilities, can increase the damage you inflict, your accuracy, and even decrease the amount of damage you take.

Use the overlay until it shuts off on its own, then as soon as it recharges fully, activate it again.

Once you defeat one of the twins, she goes down and a red resurrect bar appears over her. When the bar fills, she is restored back to partial health and starts attacking again.

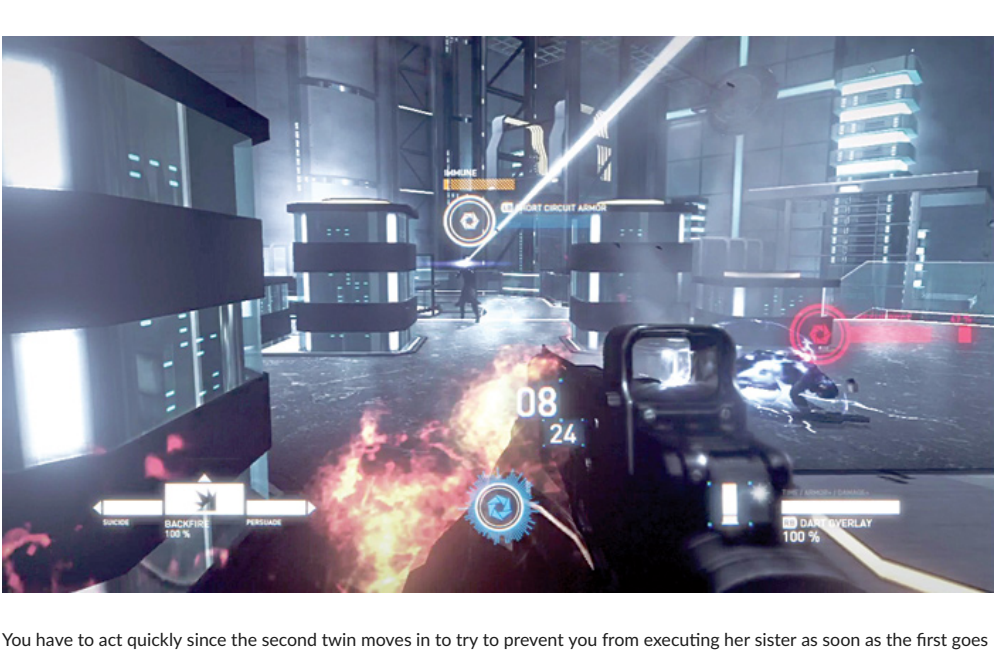
To prevent this from occurring, and take her out of the fight permanently, move in and execute her with a melee attack.

### Tip

It can be tough to move in and execute the first twin because the other moves in to attack.

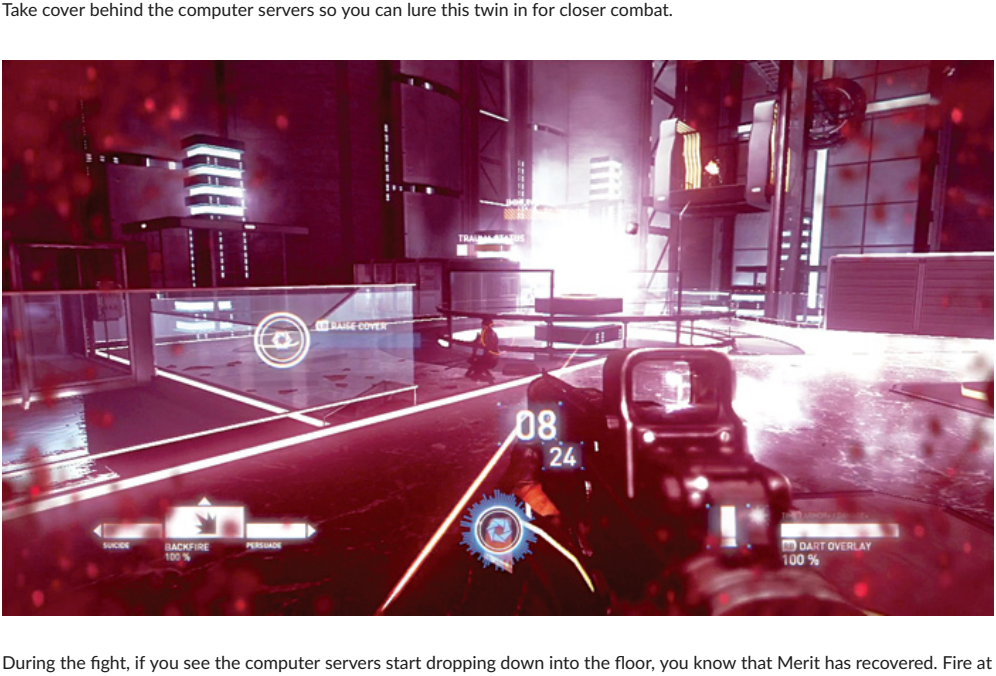
While resurrection brings the twin back to the fight, she no longer has her electro armor and a shorted trauma status bar.

Therefore, she is easier to take down the next time.



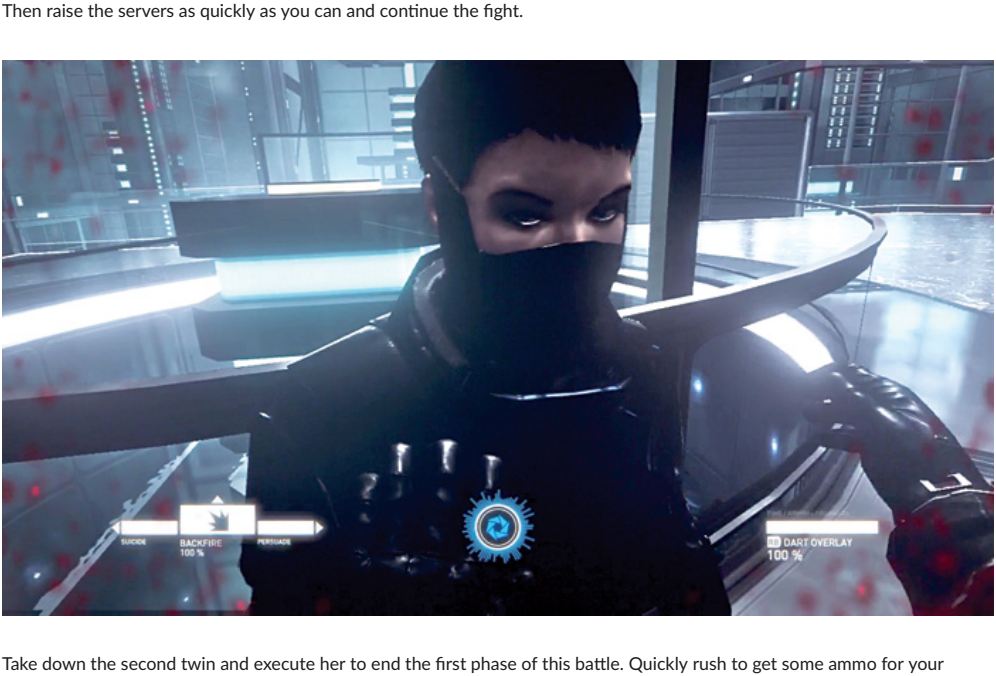
You have to act quickly since the second twin moves in to try to prevent you from executing her sister as soon as the first goes down.

Take cover behind the computer servers so you can lure this twin in for closer combat.



During the fight, if you see the computer servers start dropping down into the floor, you know that Merit has recovered. Fire at him again to keep him out of the fight and to keep your cover up.

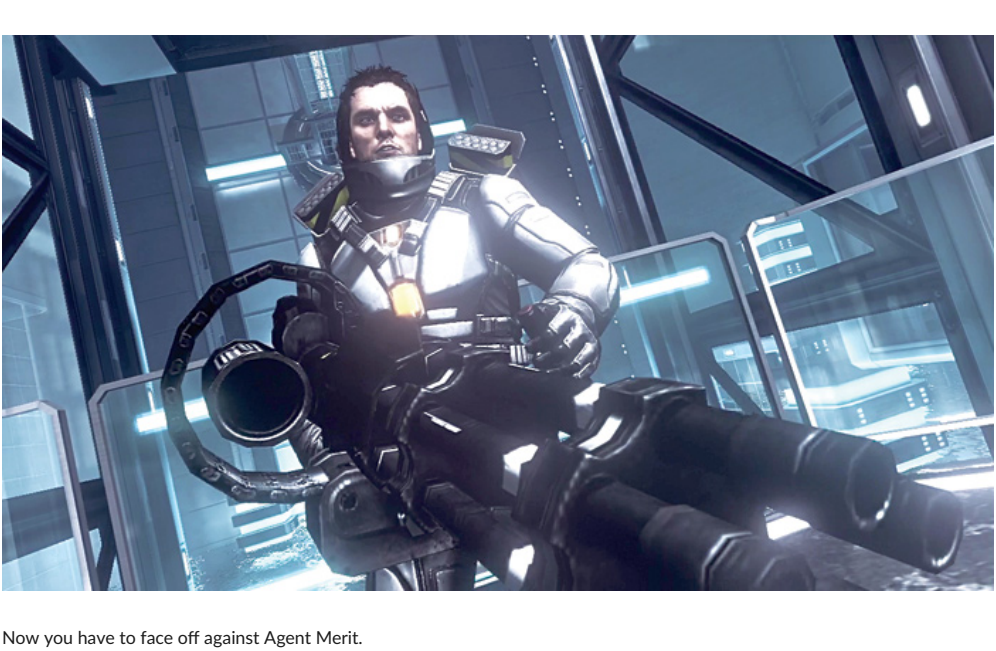
Then raise the servers as quickly as you can and continue the fight.



Take down the second twin and execute her to end the first phase of this battle. Quickly rush to get some ammo for your weapons while there is a brief lull in the fighting.

### Tip

Once both Twins are down, you don't need the shotgun anymore. Pick up the COIL so you have some long-range firepower that can cause considerable damage.



Now you have to face off against Agent Merit.

### New Agent Threat Profile

**THREAT: AGENT MERIT**

**/ PROFILE ENTRY**

**Name:** Jules Merit (male)
**Position:** Senior Agent, New York Office
**Affiliation:** EuroCorp

**THREAT ANALYSIS**

**Feature:** Remote pair-bond healing and DART chip extended breaching.

**TACTICAL SUMMARY**

Prototype armor containing adaptable layers. Energy signature suggests a combination of reactive armor and liquid shield protection.

Breaching is limited due to firewalled chip I/O port.

**INTEL FEED**

/ AOP_executive.report_ZTU315

Black Three Clearance, attached to New York Executive Command, reporting directly to Director of Operations Jack Denham.

No fixed duties, roving remit.

Merit's enduring diamond-focus psychopathic tendencies and childhood lack of a father figure, have engendered a close bond with director Denham.

Careful tending of this bond should yield a samurai-like willingness to obey without question and regardless of outcome; put simply, Merit will already cheerfully kill men, women or children on Denham's order; with a little extra psychological management he should be prepared equally cheerfully to die for him.

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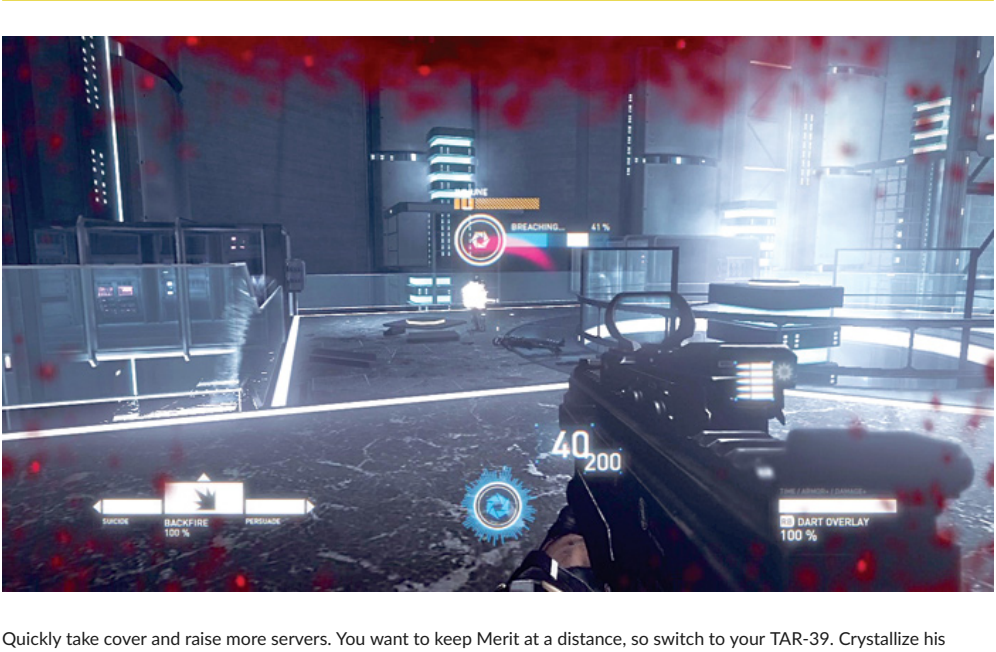
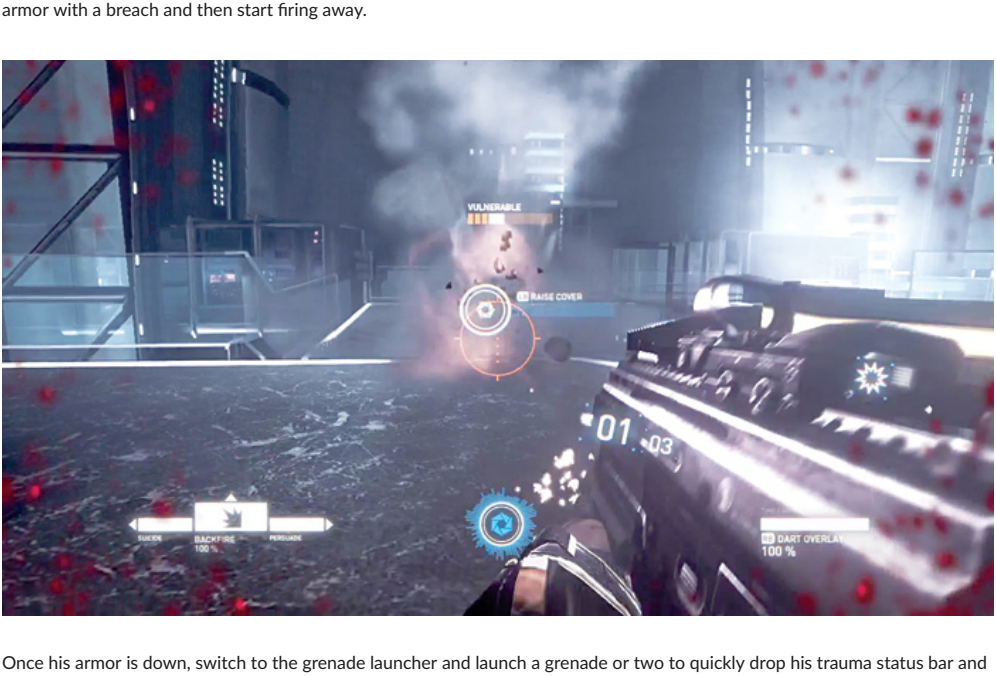
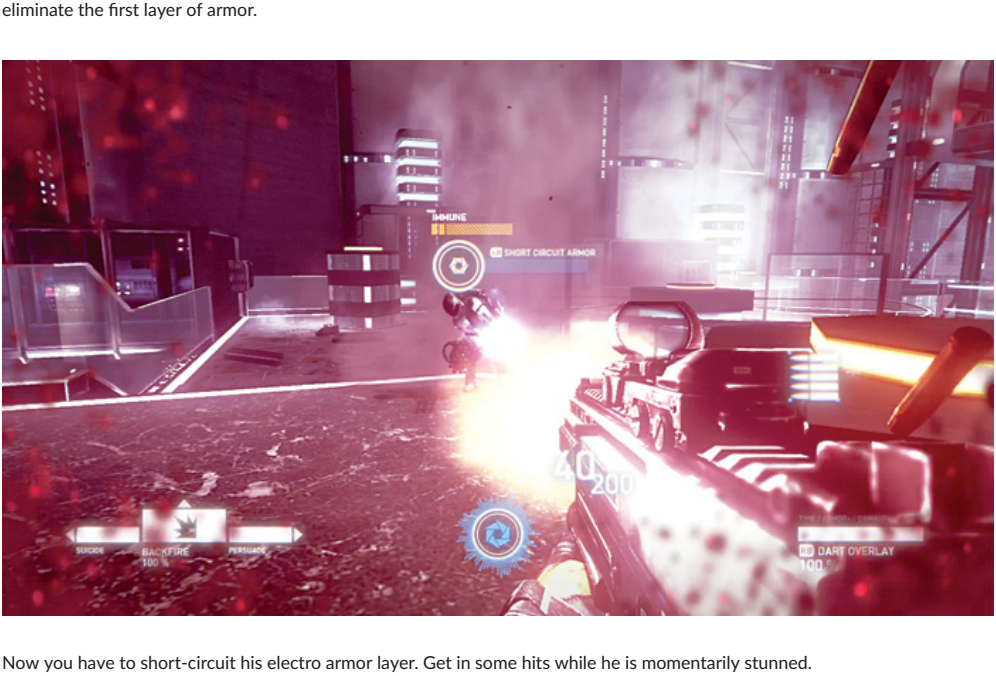


Quickly take cover and raise more servers. You want to keep Merit at a distance, so switch to your TAR-39. Crystallize his armor with a breach and then start firing away.



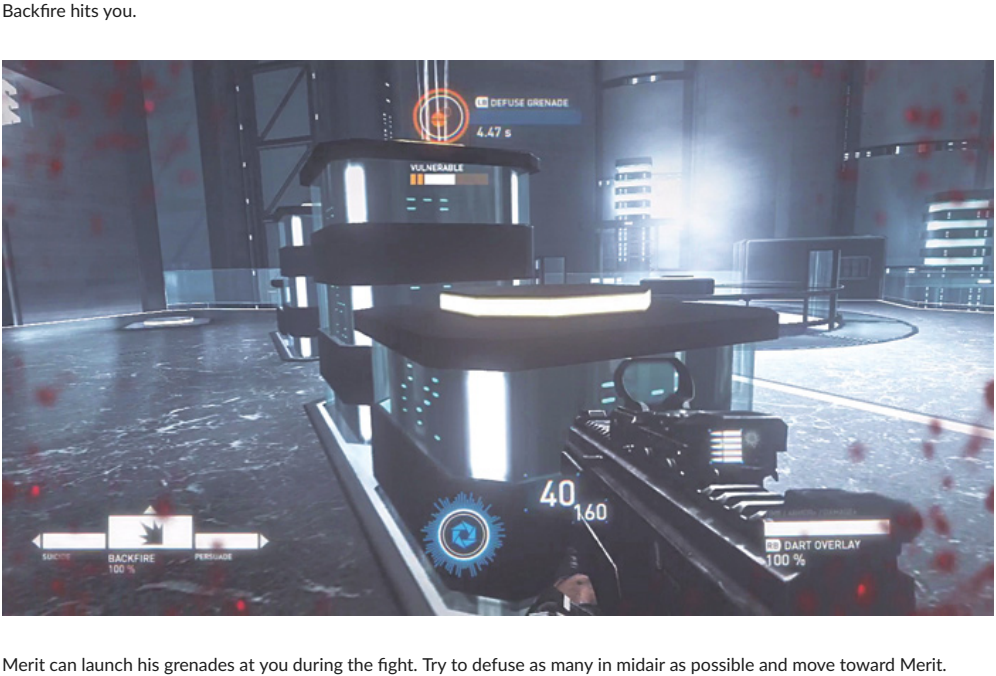
Once his armor is down, switch to the grenade launcher and launch a grenade or two to quickly drop his trauma status bar and eliminate the first layer of armor.



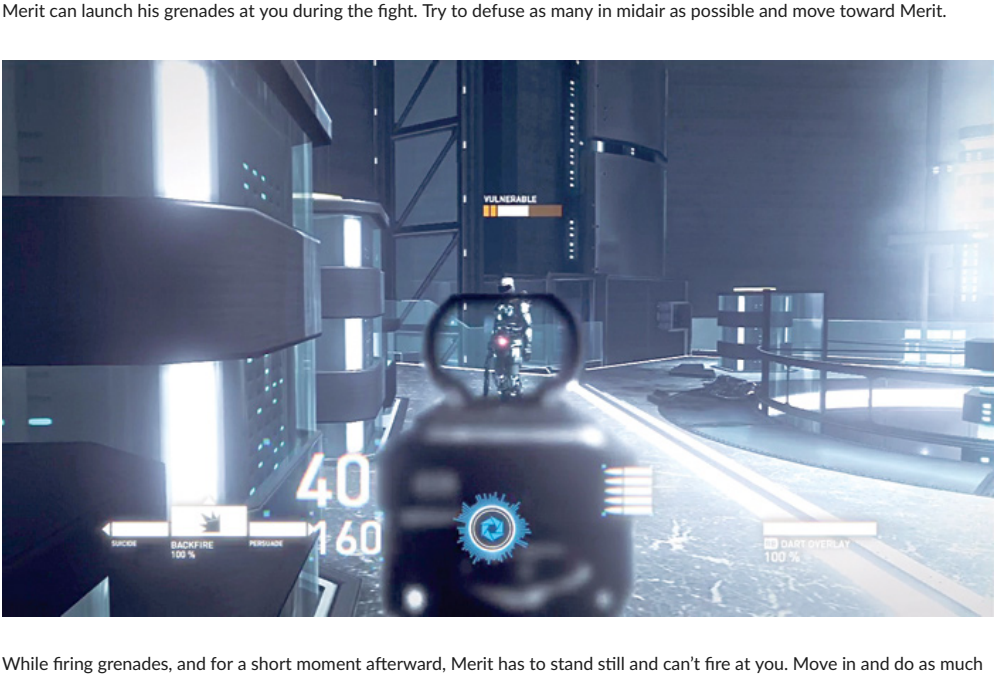
Now you have to short-circuit his electro armor layer. Get in some hits while he is momentarily stunned.

Merit can use the Backfire app on you. When you see a red meter appear in front of your eyes, race for cover since you momentarily are blinded and lose the use of your weapon when the app activates.

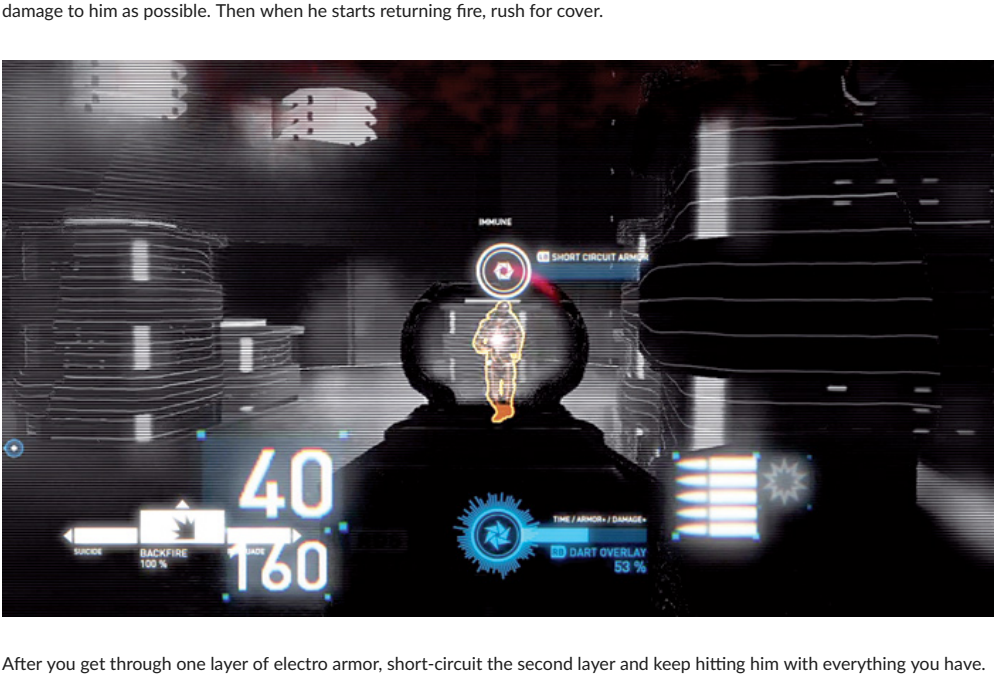
Since this also reduces the ammo of your current weapon in half, switch to the weapon you are not using much before the Backfire hits you.



Merit can launch his grenades at you during the fight. Try to defuse as many in midair as possible and move toward Merit.



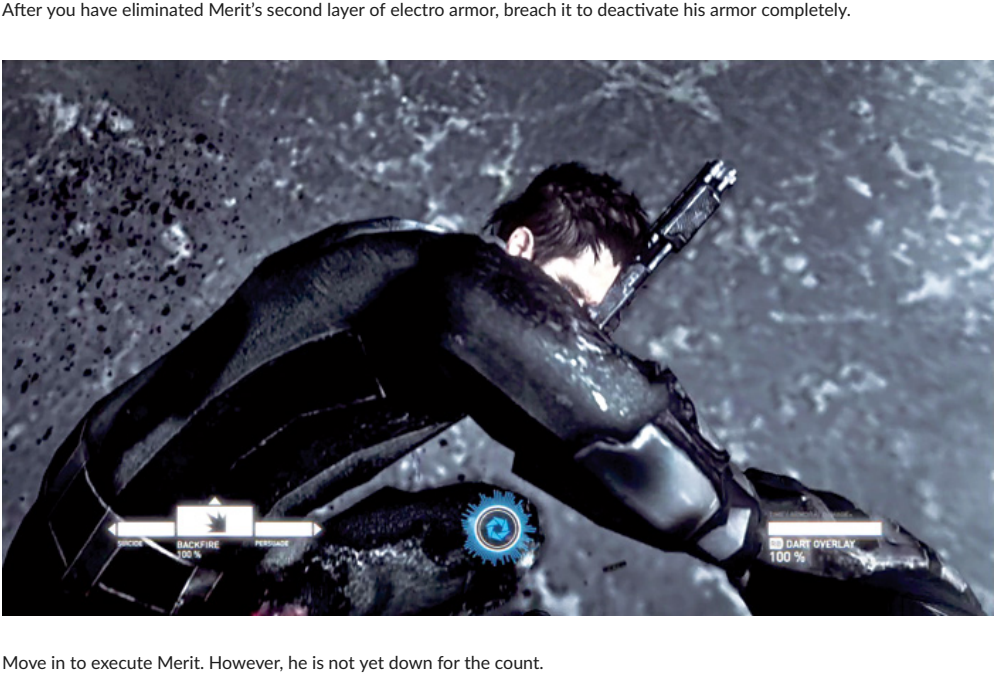
While firing grenades, and for a short moment afterward, Merit has to stand still and can't fire at you. Move in and do as much damage to him as possible. Then when he starts returning fire, rush for cover.



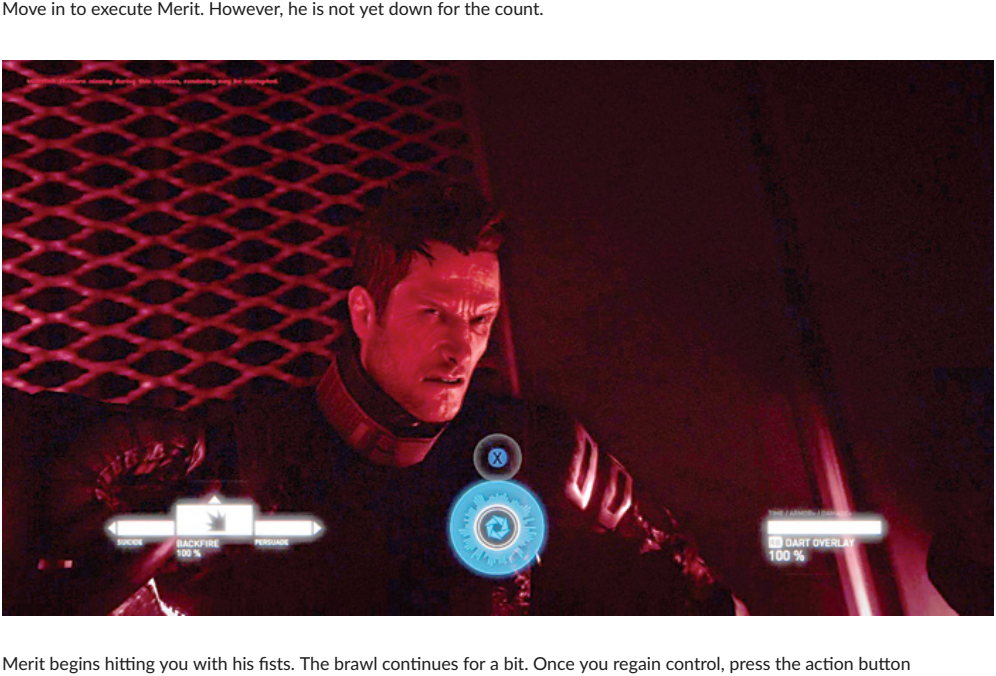
After you get through one layer of electro armor, short-circuit the second layer and keep hitting him with everything you have. When you run out of grenades, rush to a weapon rack to get more.

DEACTIVATE ARMOR

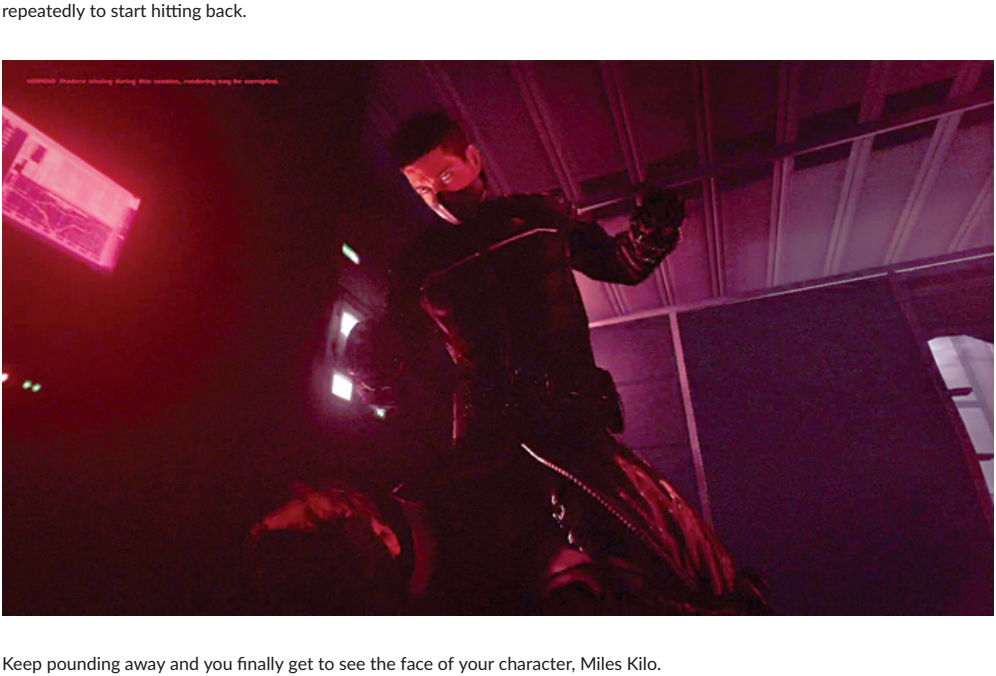
After you have eliminated Merit's second layer of electro armor, breach it to deactivate his armor completely.



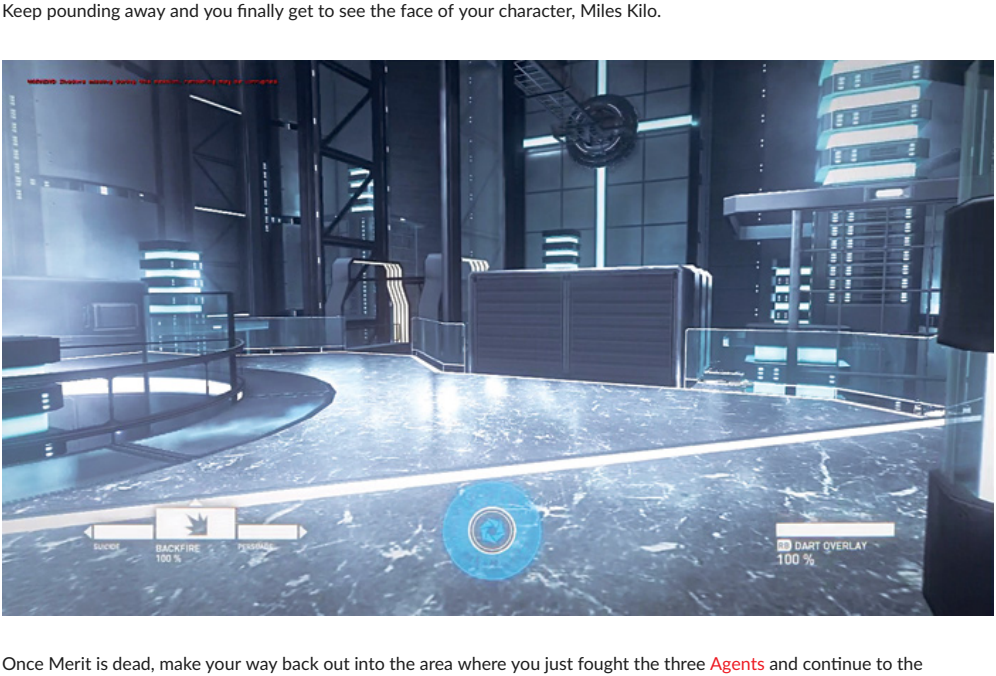
Move in to execute Merit. However, he is not yet down for the count.



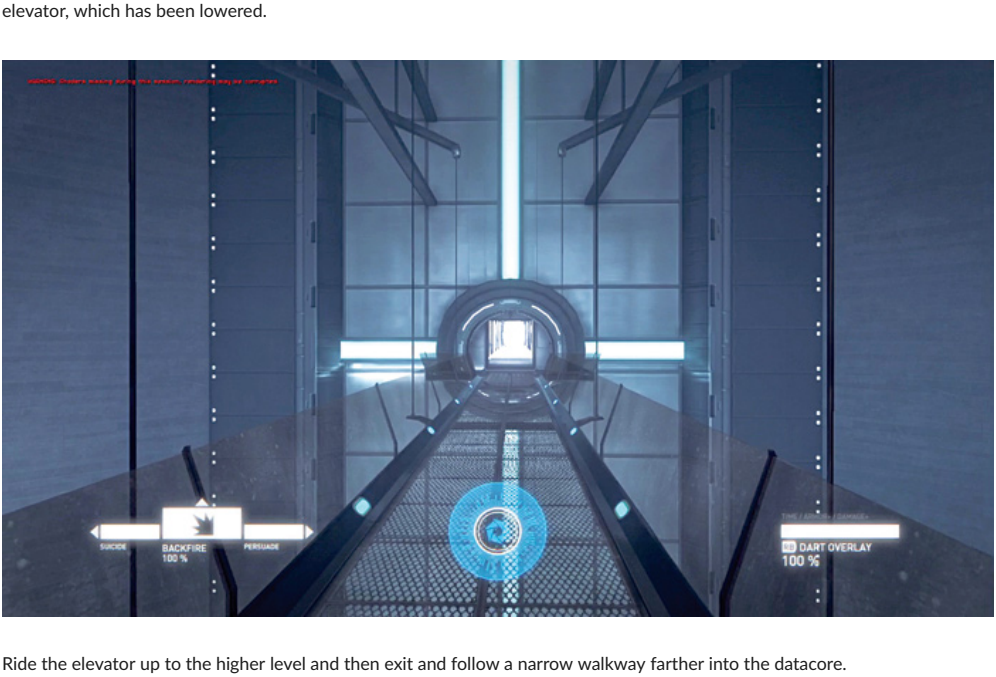
Merit begins hitting you with his fists. The brawl continues for a bit. Once you regain control, press the action button repeatedly to start hitting back.



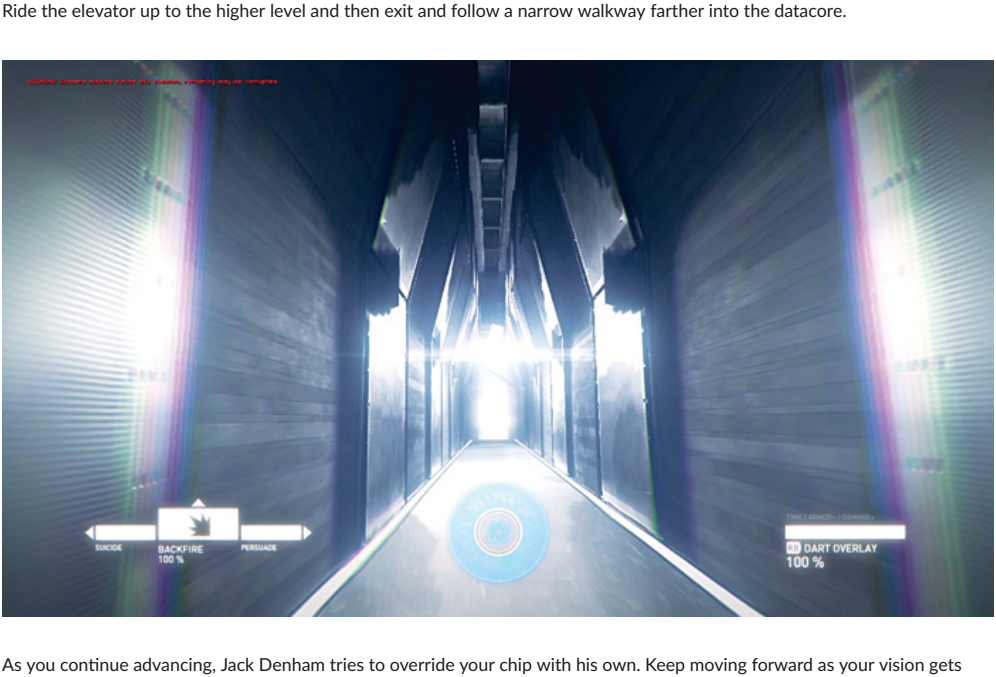
Keep pounding away and you finally get to see the face of your character, Miles Kilo.



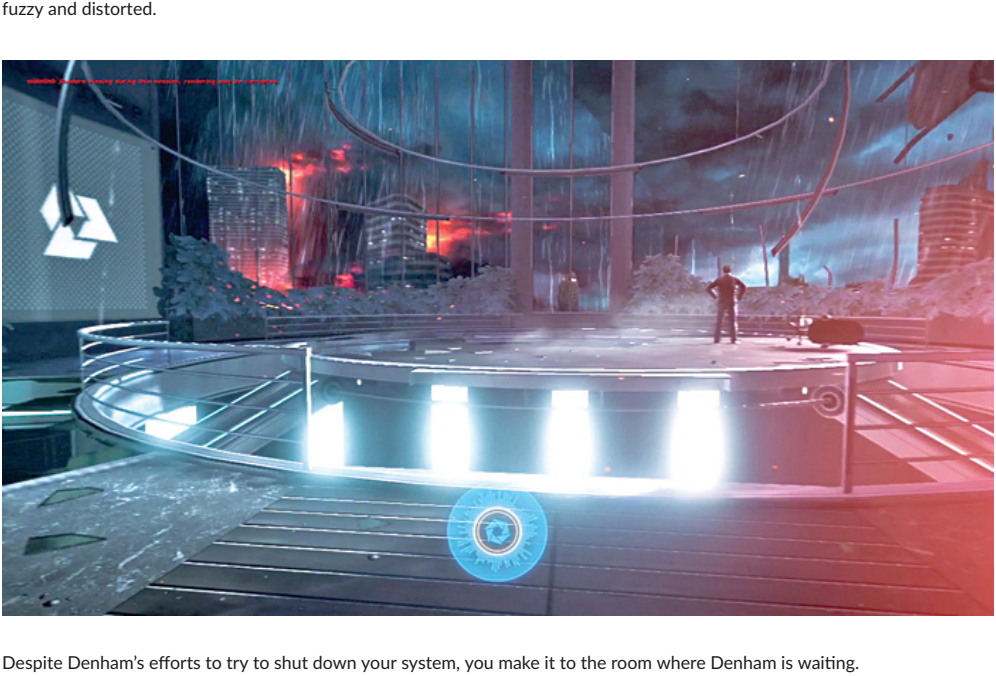
Once Merit is dead, make your way back out into the area where you just fought the three Agents and continue to the elevator, which has been lowered.



Ride the elevator up to the higher level and then exit and follow a narrow walkway farther into the datacore.

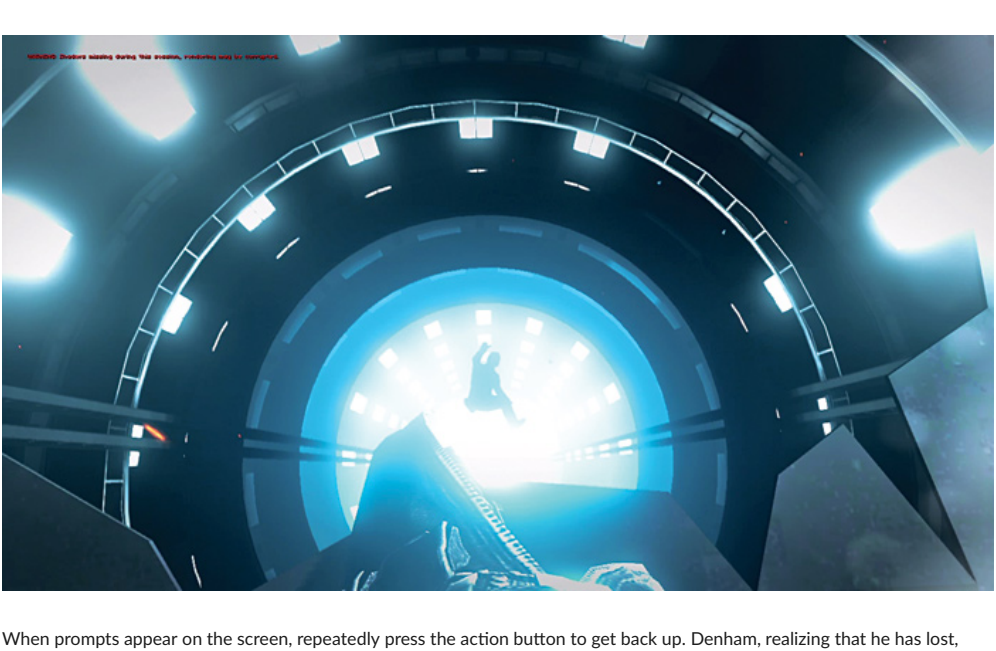


As you continue advancing, Jack Denham tries to override your chip with his own. Keep moving forward as your vision gets fuzzy and distorted.

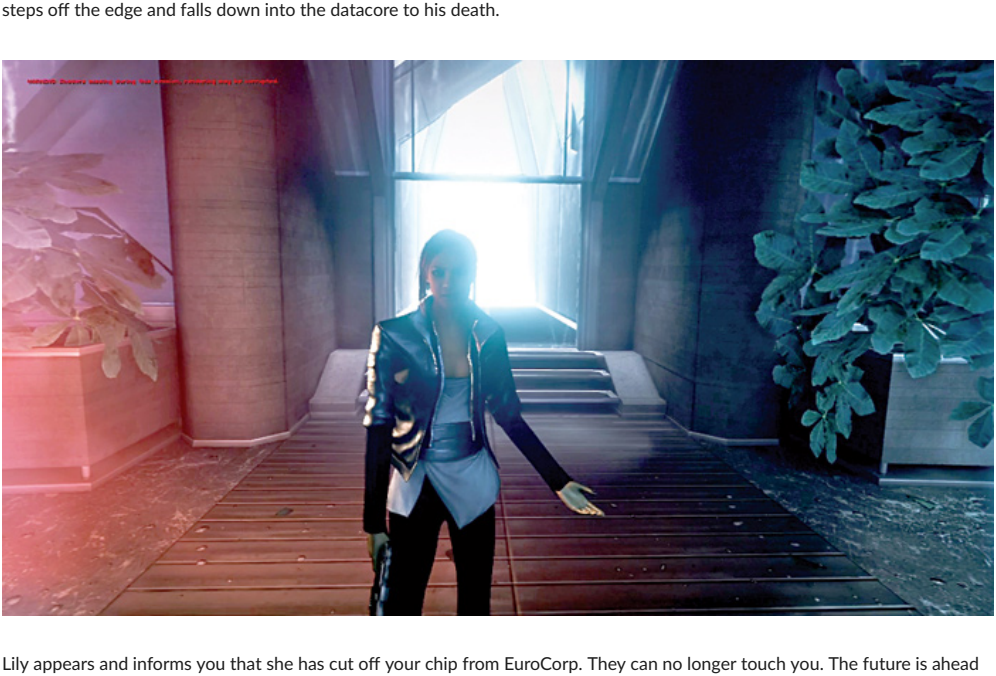


Despite Denham's efforts to try to shut down your system, you make it to the room where Denham is waiting.

Like any good villain, he delivers a monologue as he attempts to finish you off with attacks against your chip.



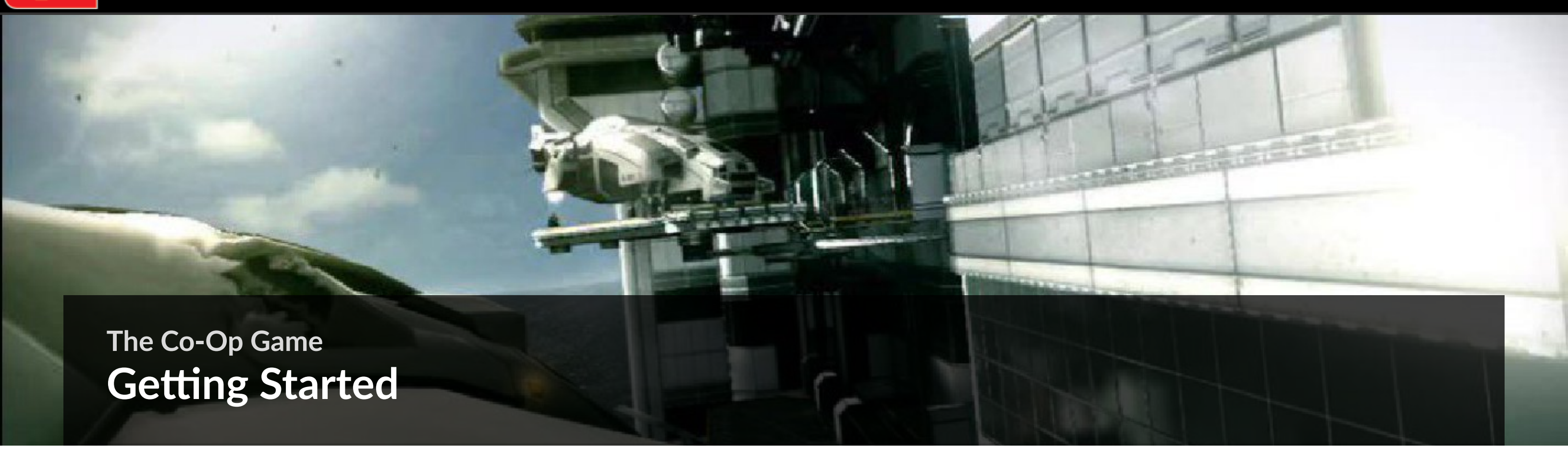
When prompts appear on the screen, repeatedly press the action button to get back up. Denham, realizing that he has lost, steps off the edge and falls down into the datacore to his death.



Lily appears and informs you that she has cut off your chip from EuroCorp. They can no longer touch you. The future is ahead of you—and you are now in control of it.

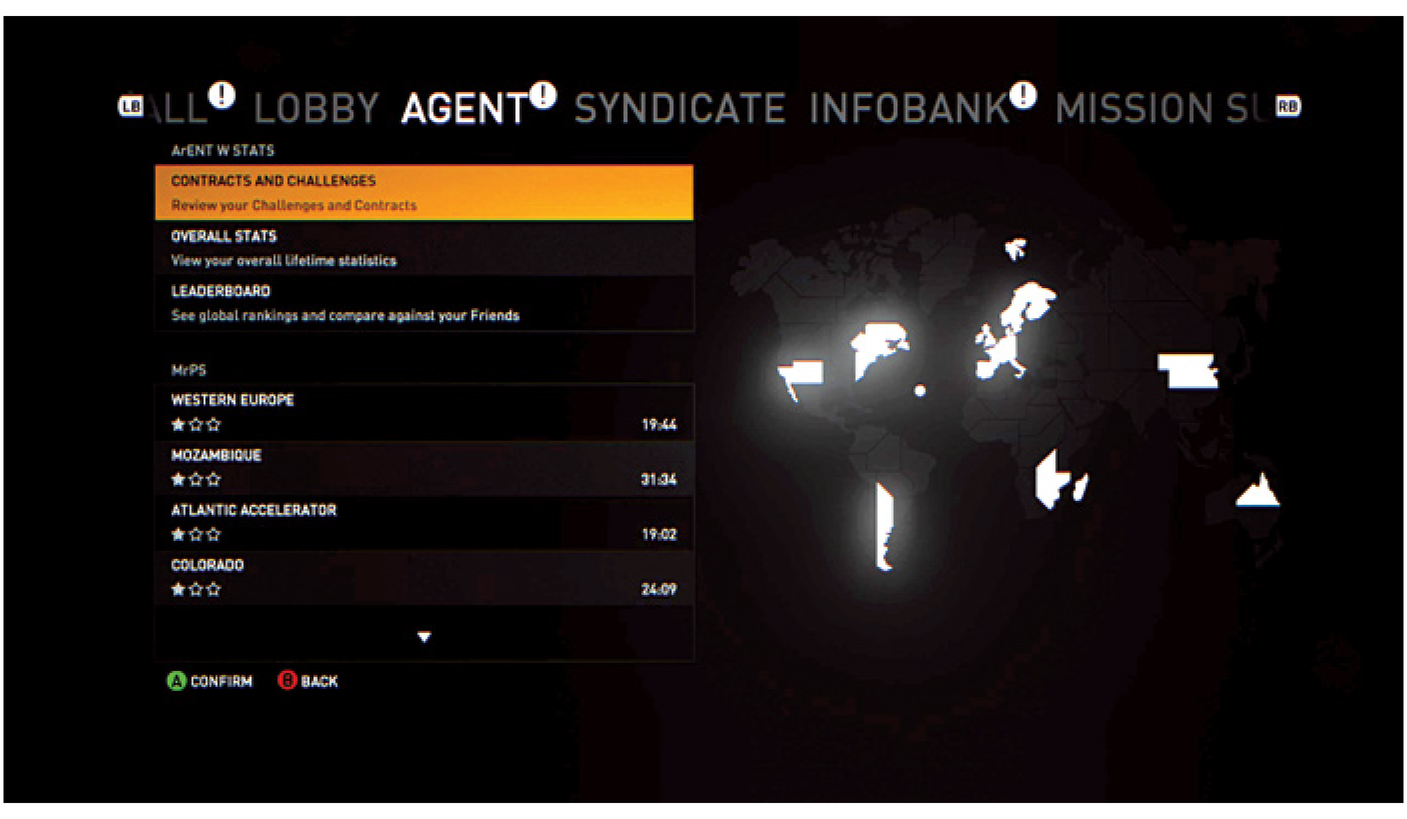
### Syndicated

Complete the campaign game to earn this award.



The Co-Op Game

# Getting Started


LB
WALL
LOBBY
AGENT
SYNDICATE
INFOBANK
MISSION SU
RB
ArENT W STATS
CONTRACTS AND CHALLENGES
Review your Challenges and Contracts
OVERALL STATS
View your overall lifetime statistics
LEADERBOARD
See global rankings and compare against your Friends
MrPS
WESTERN EUROPE
19:44
MOZAMBIQUE
31:34
ATLANTIC ACCELERATOR
19:02
COLORADO
24:09
A CONFIRM
B BACK

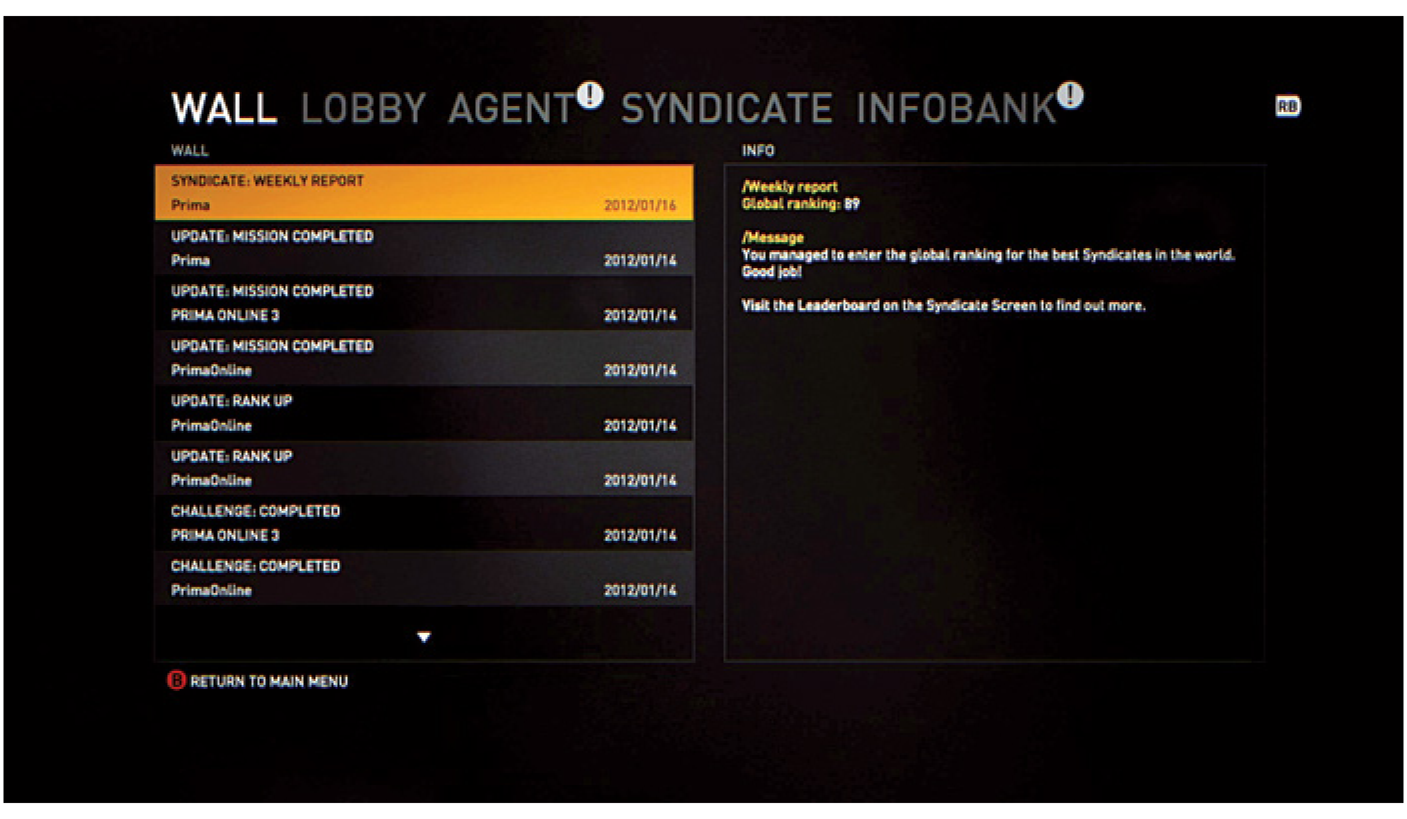
*Syndicate* includes a unique and story-driven multiplayer game.

Instead of playing in deathmatches against other players, you must work together with up to three other players to complete a series of nine operations—each in a different location with various objectives.

During the Co-op game, you can form a syndicate of your own or join an already-formed syndicate by invitation.

## The Co-op Menu

### Wall


WALL
LOBBY
AGENT
SYNDICATE
INFOBANK
RB
WALL
SYNDICATE: WEEKLY REPORT
Prima
2012/01/16
UPDATE: MISSION COMPLETED
Prima
2012/01/14
UPDATE: MISSION COMPLETED
PRIMA ONLINE 3
2012/01/14
UPDATE: MISSION COMPLETED
PrimaOnline
2012/01/14
UPDATE: RANK UP
PrimaOnline
2012/01/14
UPDATE: RANK UP
PrimaOnline
2012/01/14
CHALLENGE: COMPLETED
PRIMA ONLINE 3
2012/01/14
CHALLENGE: COMPLETED
PrimaOnline
2012/01/14
B RETURN TO MAIN MENU
INFO

/Weekly report
Global ranking: 89

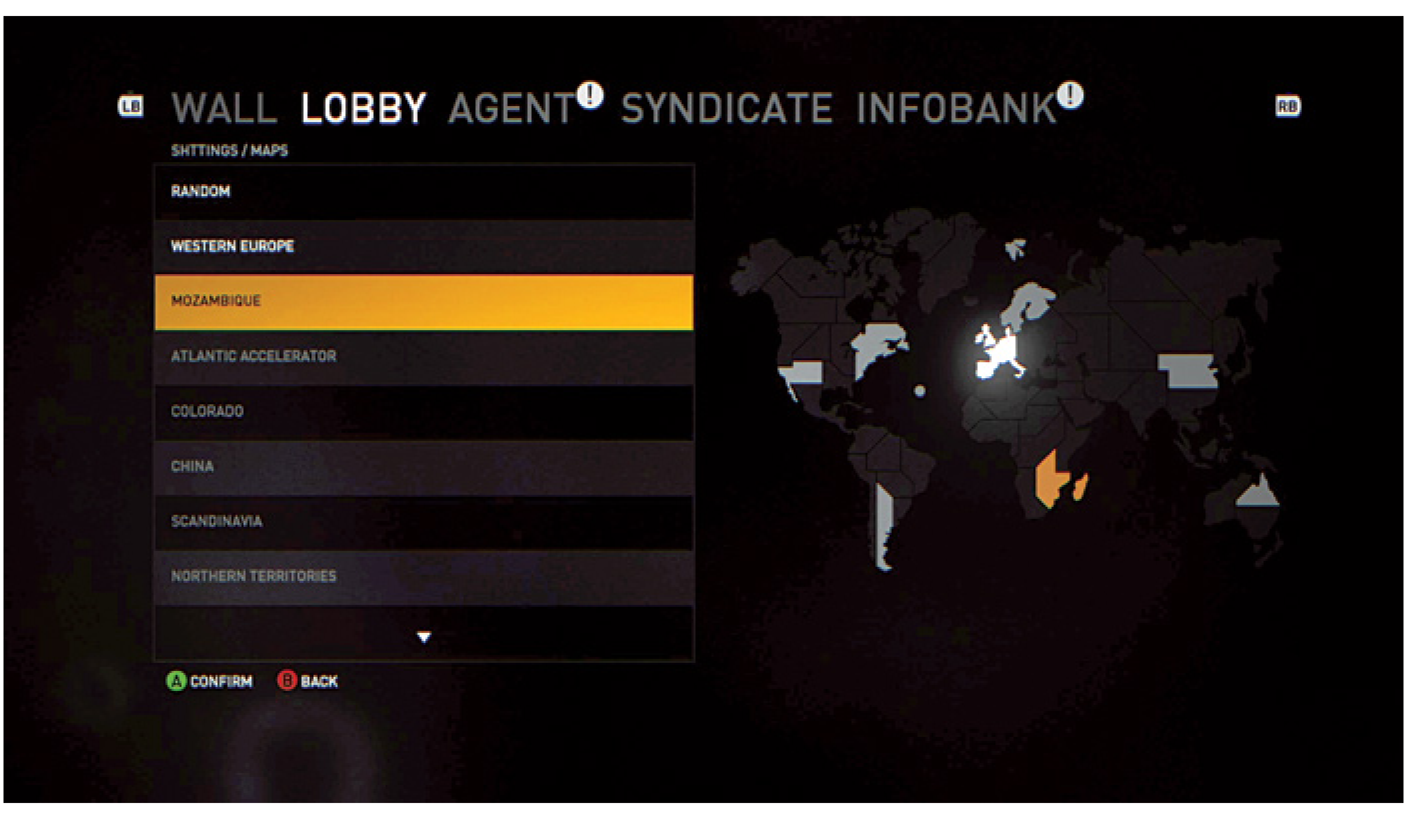
/Message
You managed to enter the global ranking for the best Syndicates in the world. Good job!

Visit the Leaderboard on the Syndicate Screen to find out more.

When you first enter the Co-op menu, you'll see several different submenus from which you can choose.

At the Wall, you can get the latest information on your progress, including a weekly progress report for your syndicate and posts of completed missions, challenges, and increases in rank.

### Lobby


LB
WALL
LOBBY
AGENT
SYNDICATE
INFOBANK
RB
SETTINGS / MAPS
RANDOM
WESTERN EUROPE
MOZAMBIQUE
ATLANTIC ACCELERATOR
COLORADO
CHINA
SCANDINAVIA
NORTHERN TERRITORIES
A CONFIRM
B BACK

At the Lobby, you can select a map and then either play a Quickmatch or create a Private Game. A Quickmatch is where the *Syndicate* server finds you a game with the selected settings and puts you right into the action.

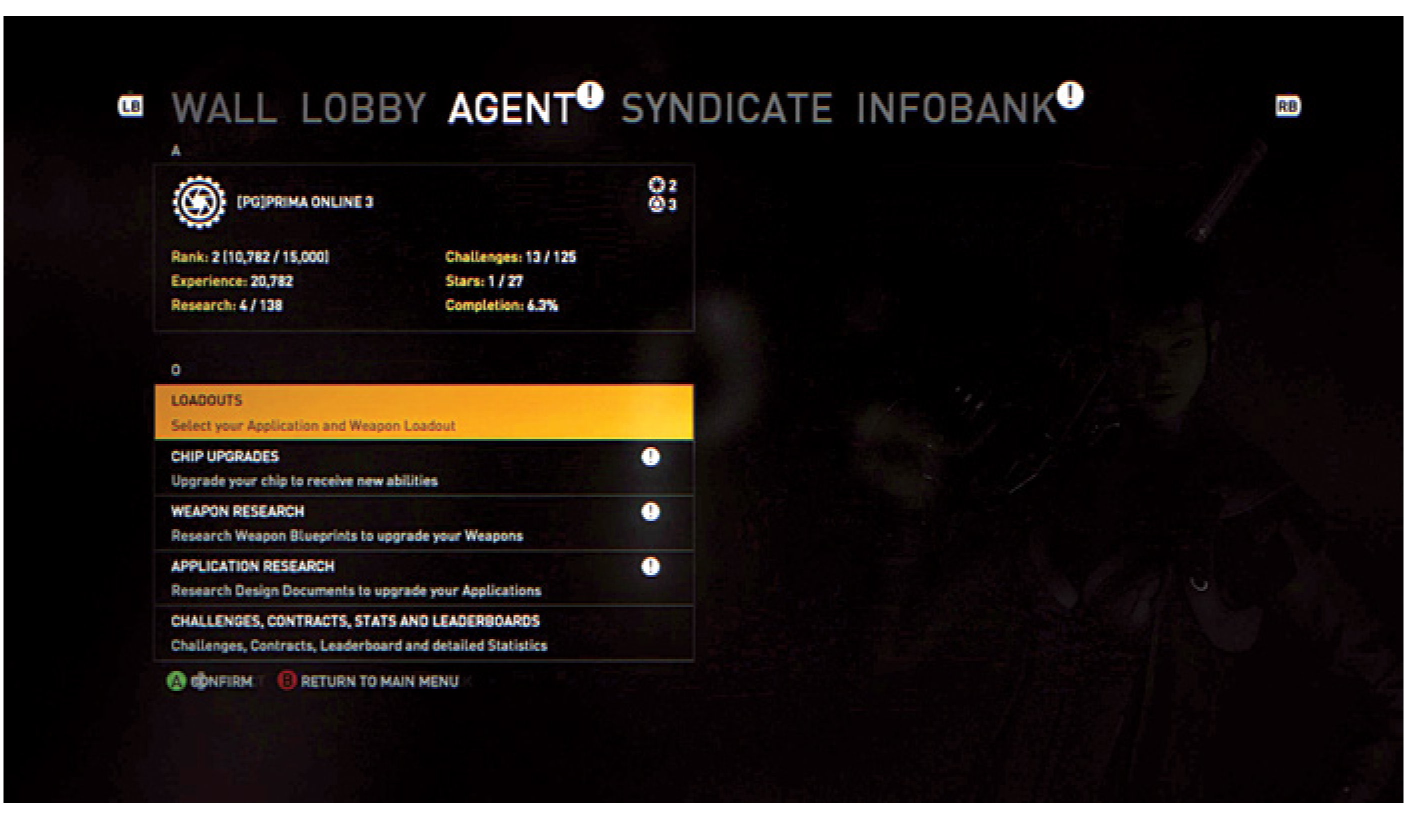
On the other hand, if you create a Private Game, you can invite your friends or other members of your syndicate to play along with you.

Once you have created a game, or joined a game created by another player, you can go to Character Selection to choose which of four characters you want to use during the current co-op mission.

No matter which character you choose, all of your stats and loadout preferences are tied to your Agent profile. Next select from one of three loadouts, which you can customize within the Agent submenu.

Finally, you can also access a surveillance report of the current objective. When everything is set, the player who created the Private Game can then start the game and get the mission rolling.

### Agent

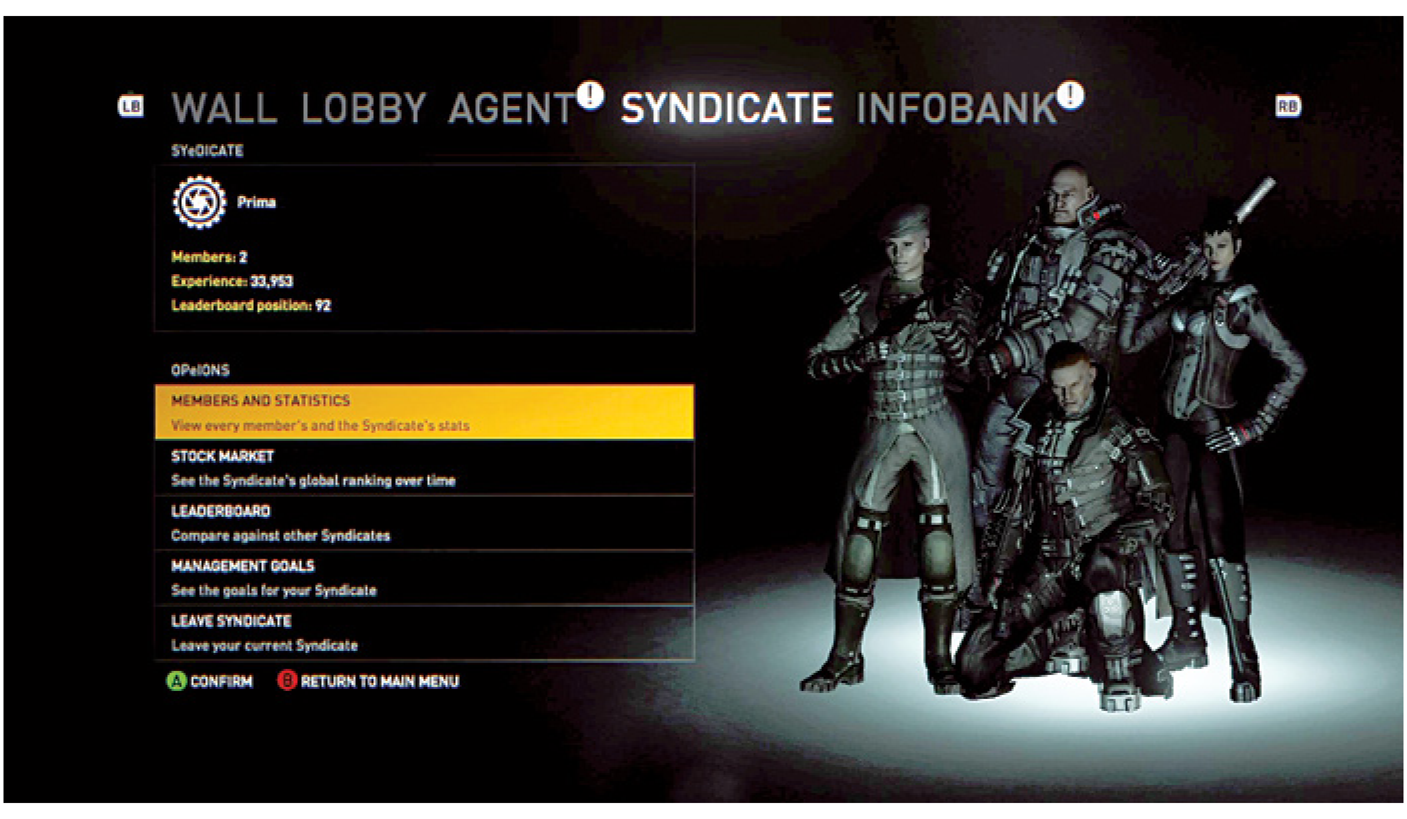

LB
WALL
LOBBY
AGENT
SYNDICATE
INFOBANK
RB
A
[PG]PRIMA ONLINE 3
2
3
O
LOADOUTS
Select your Application and Weapon Loadout
CHIP UPGRADES
Upgrade your chip to receive new abilities
WEAPON RESEARCH
Research Weapon Blueprints to upgrade your Weapons
APPLICATION RESEARCH
Research Design Documents to upgrade your Applications
CHALLENGES, CONTRACTS, STATS AND LEADERBOARDS
Challenges, Contracts, Leaderboard and detailed Statistics
A CONFIRM
B RETURN TO MAIN MENU

Rank: 2 (10,782 / 15,000)
Experience: 20,782
Research: 4 / 138
Challenges: 13 / 125
Stars: 1 / 27
Completion: 6.3%

You will spend most of your time at the Agent submenu. Here you can customize your loadouts as well as upgrade your chip, weapons, and applications.

Also, you can check in on the status of challenges, contracts, stats, and leaderboards. Check out the section on Agents for more information on this menu and the many options you can use to customize your Agent profile.

### Syndicate

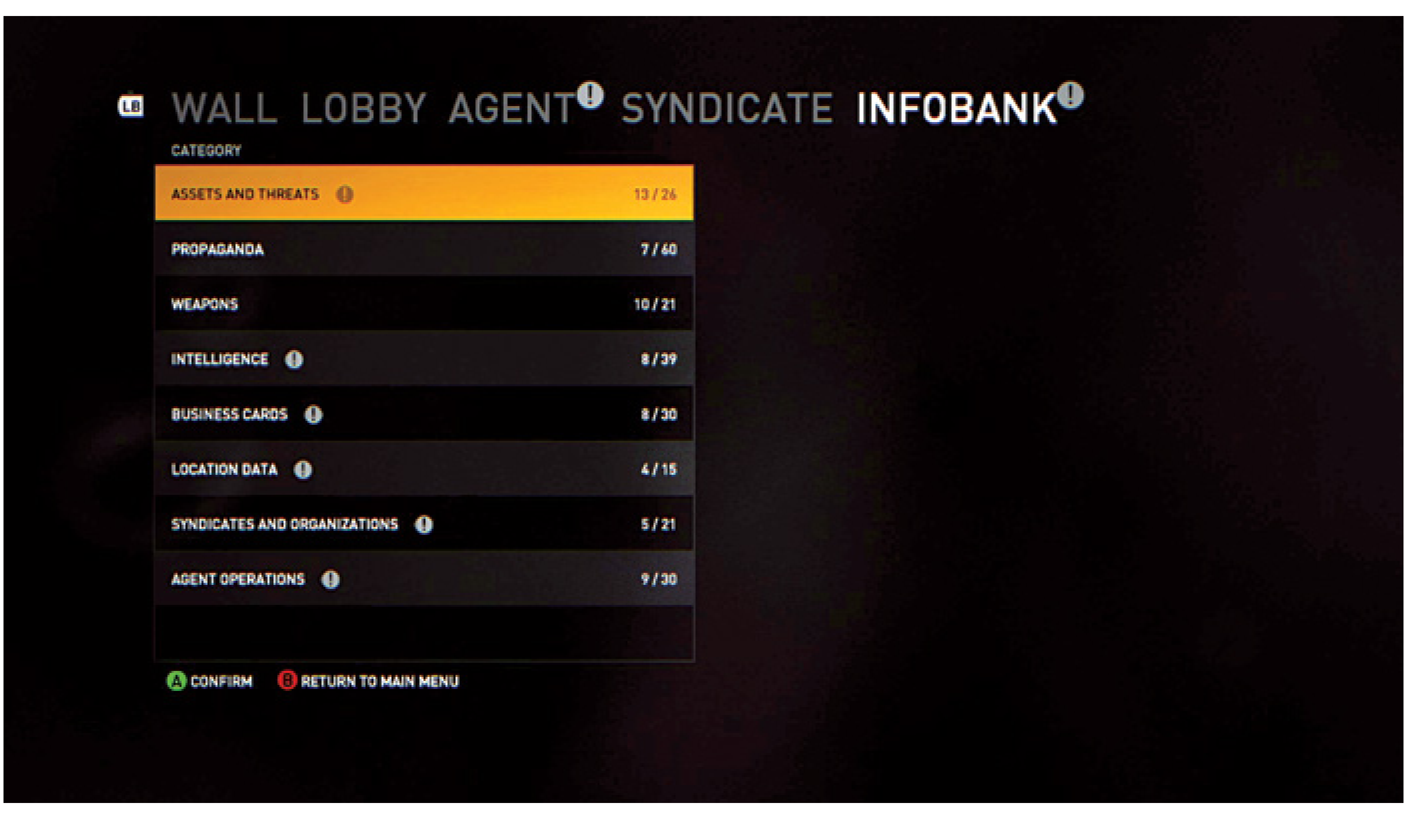

LB
WALL
LOBBY
AGENT
SYNDICATE
INFOBANK
RB
SYNDICATE
Prima
OPTIONS
MEMBERS AND STATISTICS
View every member's and the Syndicate's stats
STOCK MARKET
See the Syndicate's global ranking over time
LEADERBOARD
Compare against other Syndicates
MANAGEMENT GOALS
See the goals for your Syndicate
LEAVE SYNDICATE
Leave your current Syndicate
A CONFIRM
B RETURN TO MAIN MENU

Members: 2
Experience: 33,953
Leaderboard position: 92

At the Syndicate menu, you can create your own syndicate as well as check on the stats for your current syndicate.

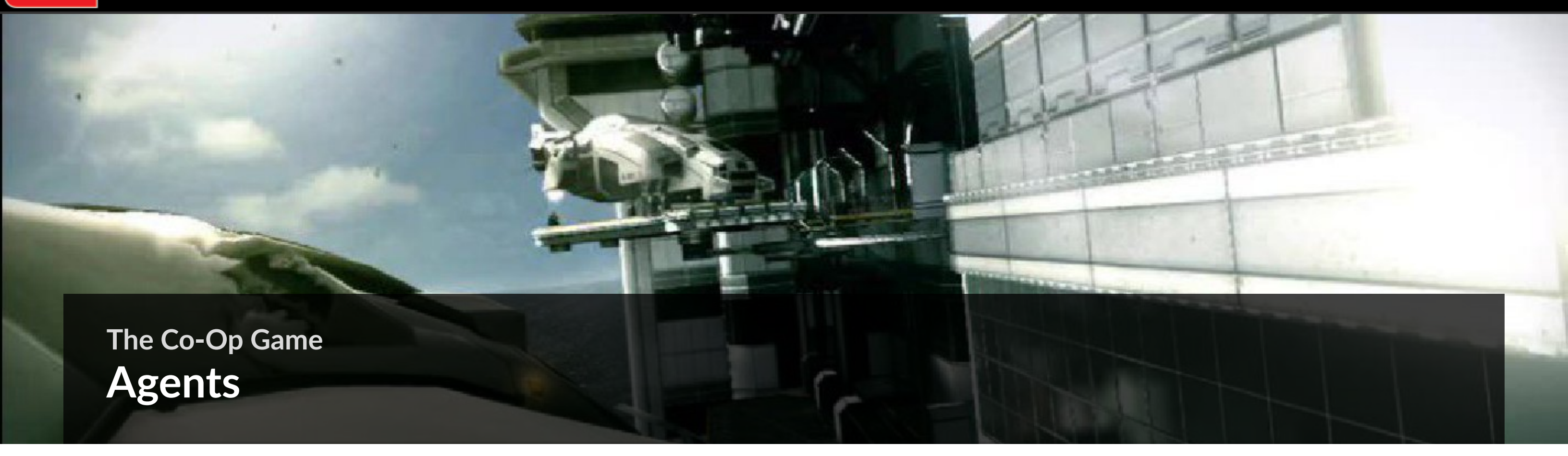
You also have the option of leaving your current syndicate if you choose to do so, then form or join another syndicate.

### Infobank


LB
WALL
LOBBY
AGENT
SYNDICATE
INFOBANK
A CONFIRM
B RETURN TO MAIN MENU

| CATEGORY | |
|---|---|
| ASSETS AND THREATS | 13 / 26 |
| PROPAGANDA | 7 / 60 |
| WEAPONS | 10 / 21 |
| INTELLIGENCE | 8 / 39 |
| BUSINESS CARDS | 8 / 30 |
| LOCATION DATA | 4 / 15 |
| SYNDICATES AND ORGANIZATIONS | 5 / 21 |
| AGENT OPERATIONS | 9 / 30 |

The Infobank is the same as that accessible to the campaign game. However, as you progress through the co-op game, you can unlock new information.



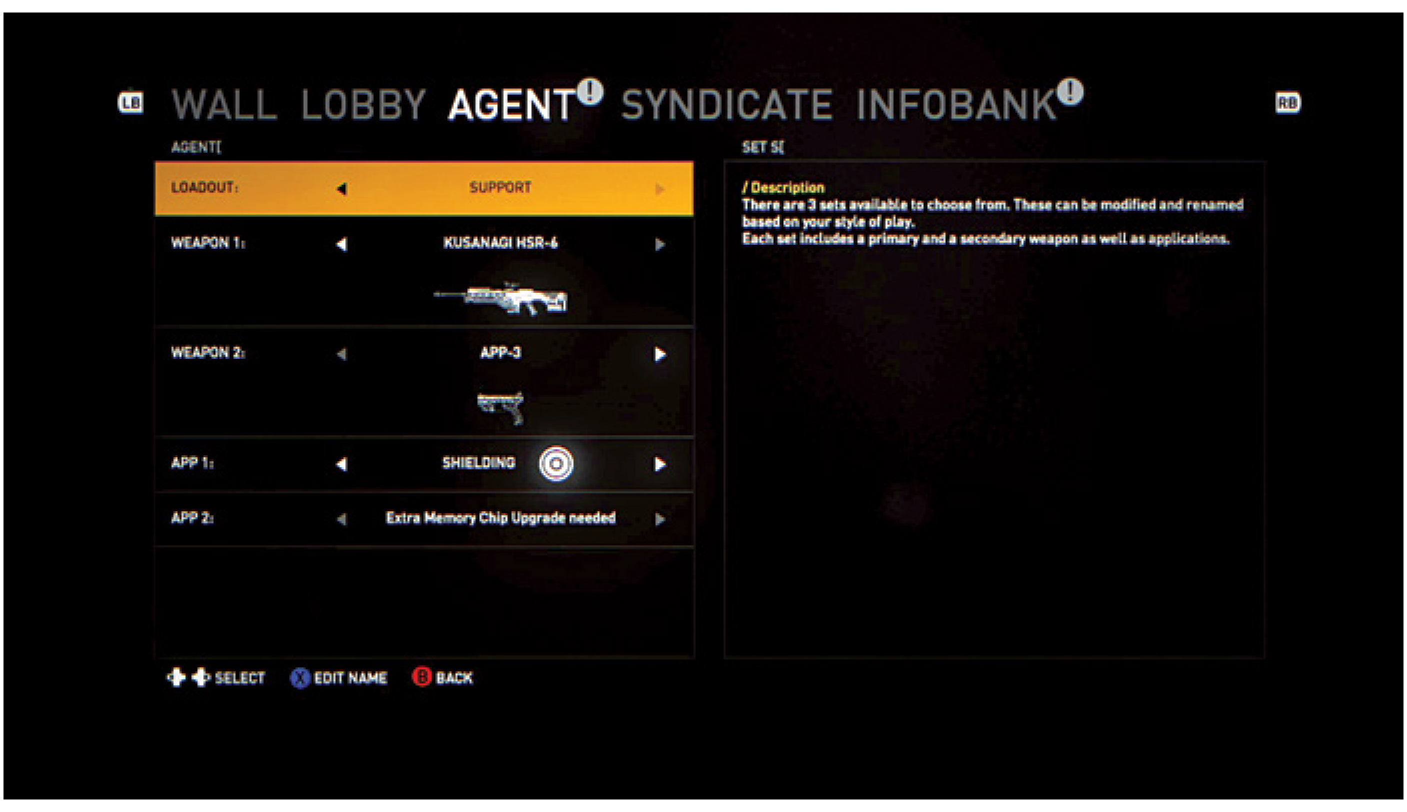
The Co-Op Game

# Agents

Each player has their own Agent profile which can be accessed via the Agent menu.

Here you can check on your stats as well as customize your loadout and upgrade your chip, weapons, and applications.

## Loadouts



LOADOUT: SUPPORT

WEAPON 1: KUSANAGI HSR-4

WEAPON 2: APP-3

APP 1: SHIELDING

APP 2: Extra Memory Chip Upgrade needed

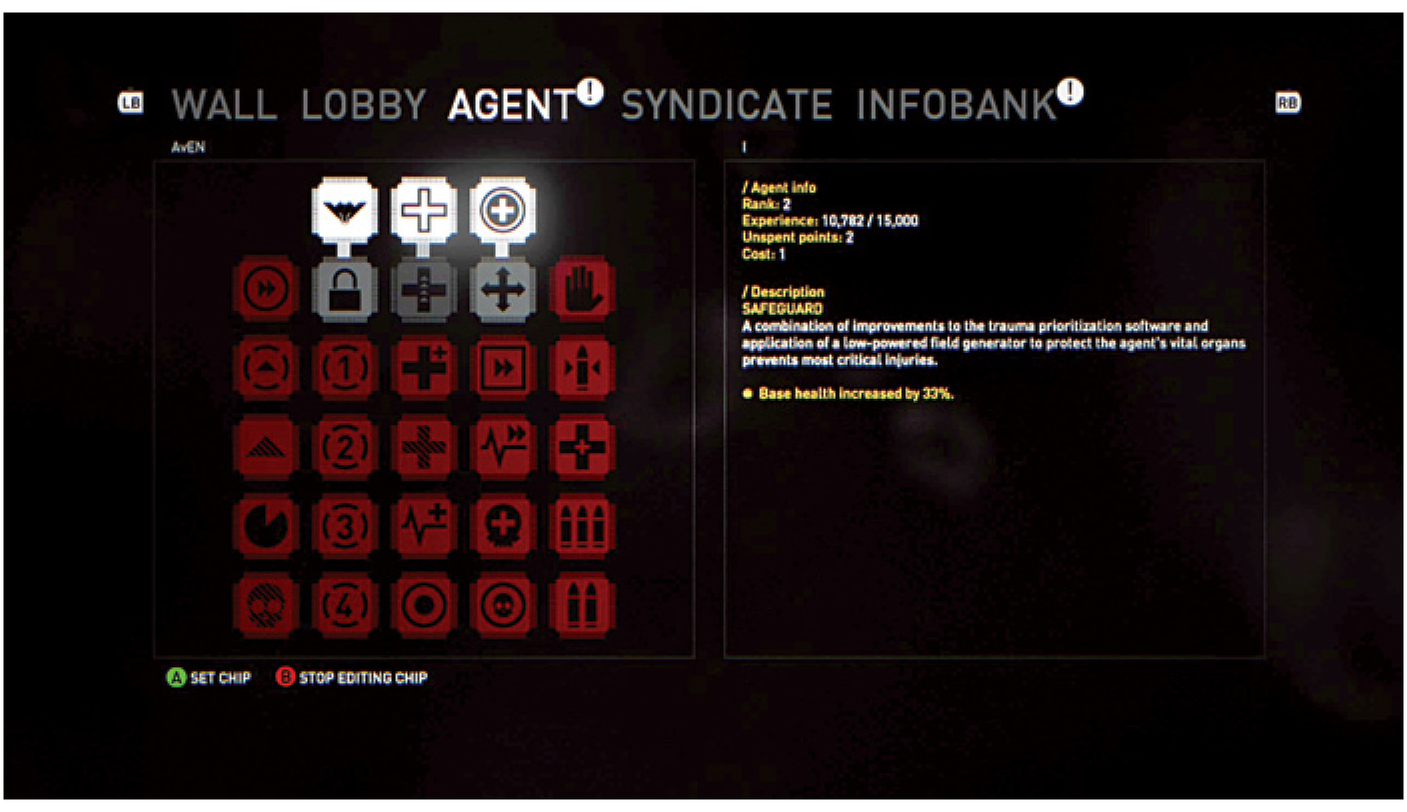
/ Description
There are 3 sets available to choose from. These can be modified and renamed based on your style of play.
Each set includes a primary and a secondary weapon as well as applications.

Select this submenu to customize three different loadouts. By default, you can choose from offense, defense, and support. However, you can edit the names of each loadout to fit your style of play.

Within each loadout, you can select a primary weapon—with a choice of a shotgun, submachine gun, assault rifles, and a sniper rifle—as well as a secondary weapon, which is your choice of a pistol.

Each loadout also allows for two different apps, though you need the Extra Memory Chip upgrade to select a second app.

## Chip Upgrades



/ Agent info
Rank: 2
Experience: 10,782 / 15,000
Unspent points: 2
Cost: 1

/ Description
SAFEGUARD
A combination of improvements to the trauma prioritization software and application of a low-powered field generator to protect the agent's vital organs prevents most critical injuries.

- Base health increased by 33%.

As you complete co-op missions and rip chips from enemy officers and Agents, you earn points that you can spend on upgrading your chip.

You begin with three features at the start and can spend points on 25 different upgrades.

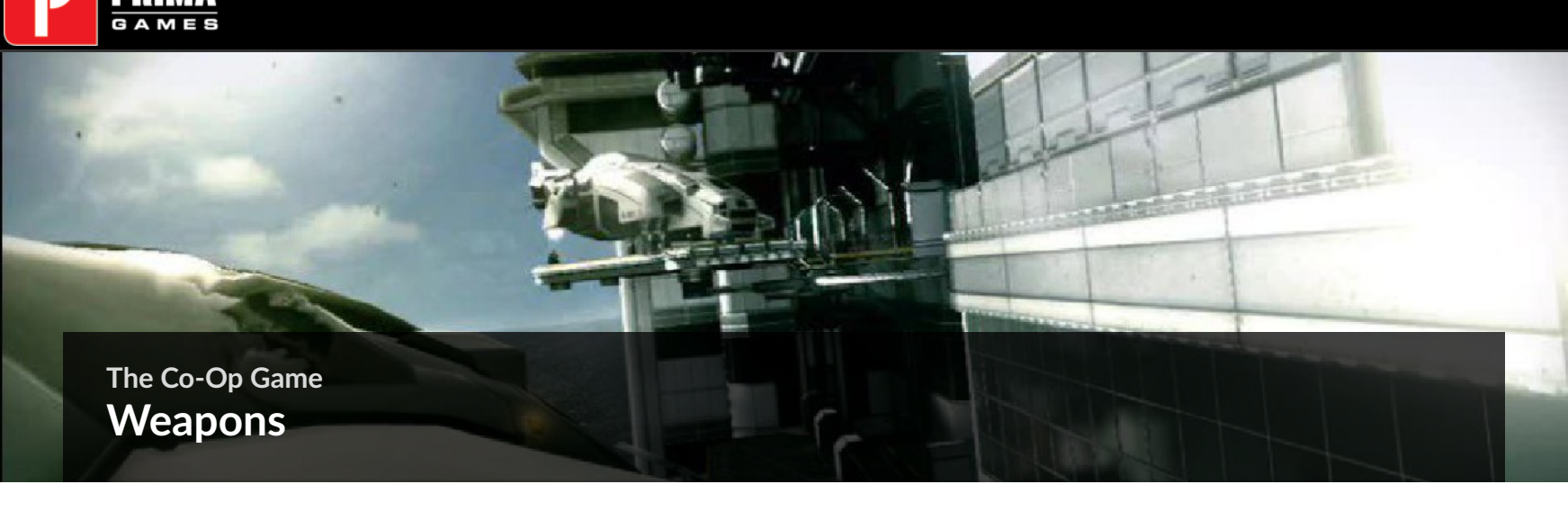
**Chip Upgrades**

| Name | Effect | Tier | Cost in Pts. |
|---|---|---|---|
| Adrenaline Rush | Increases energy gain from all sources by 20% | 1 | 1 |
| Augmented Overlay | 25% damage bonus while in DART overlay mode; damage taken reduced by 20% while in DART overlay mode | 4 | 2 |
| Beast of Burden | Doubles the amount of ammunition and grenades that can be carried | 4 | 2 |
| Breach | Allows breaching of control consoles and similar equipment; allows reprogramming of turret controls; allows bypassing of security gates and consoles | Initial app | 0 |
| Dampen Blast | You take 33% less damage from explosive attacks and are immune to damage from your own explosive attacks | 0 | 1 |
| Dextrous | Lowers the time it takes to reload and to swap weapons | 0 | 1 |
| Efficient Breaching | Breaching energy requirements reduced by 15% | 3 | 1 |
| Emergency Resuscitation | Brief invulnerability when close to death | 4 | 2 |
| Executioner | Performing a melee execution heals you 50% of your maximum health | 3 | 1 |
| Extra Memory | Adds 1 Application slot to loadout | 0 | 1 |
| Fast Breaching | Breach speed increased by 15% | 0 | 1 |
| Fast Crawl | Agent will be able to crawl faster when hurt | 2 | 1 |
| Heal | Breaching a friendly Agent will heal them | Initial app | 0 |
| Infinite Sprint | Sprint no longer causes fatigue | 1 | 1 |
| Killing Spree | Doubles the amount of time before the rampage timer resets; increases damage by 25% for each kill during a rampage | 3 | 1 |
| Protective Shielding | Enables protective shield | 4 | 2 |
| Reboot | Breaching a downed friendly Agent will reboot them and get them back on their feet | Initial app | 0 |
| Regeneration Boost | Regeneration activates 25% faster and heals at a 33% increased rate | 1 | 1 |
| Regenerative Overlay | Regeneration is increased by 7% while in DART overlay mode | 2 | 1 |
| ROM Module 1 | Tier 1 Application upgrades can be installed | 1 | 1 |
| ROM Module 2 | Tier 2 Application upgrades can be installed | 2 | 1 |
| ROM Module 3 | Tier 3 Application upgrades can be installed | 3 | 1 |
| ROM Module 4 | Tier 4 Application upgrades can be installed | 4 | 2 |
| Safeguard | Base health increased by 33% | 0 | 1 |
| Stability | Scatter and recoil are both reduced by 55% | 1 | 1 |
| Survival | Agents have 25% more health when crawling | 3 | 1 |
| Synchronize | Maximum duration of DART overlay mode increased by 25% | 2 | 1 |
| Toughened | Reduces all damage taken by 20% | 2 | 1 |

## Tips from the Testers

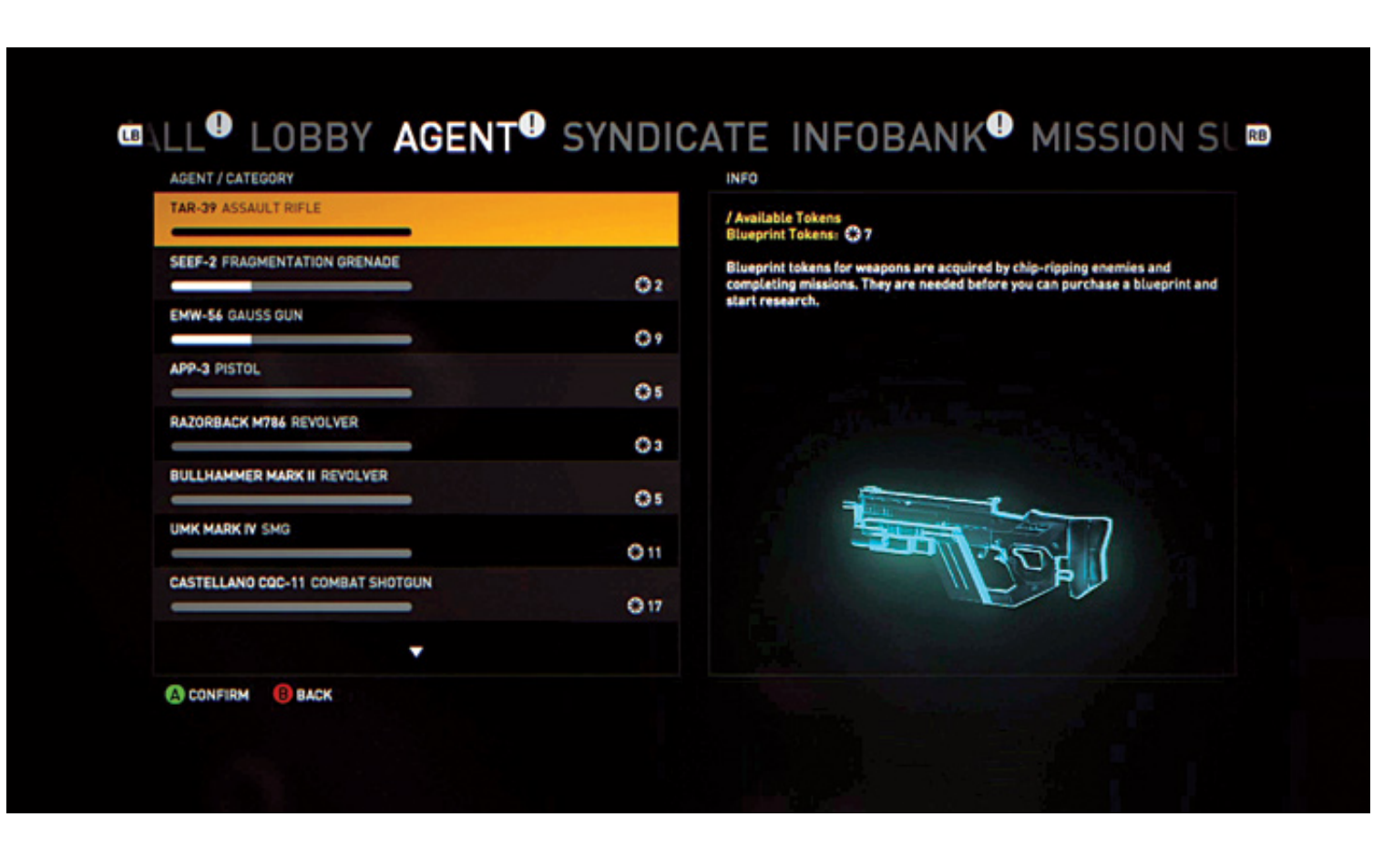
Here are some tips on upgrading your chip from the *Syndicate* testers.

- Unlocking the second application slot with "Extra Memory" should be done early. Having two applications available makes a big difference in any fight.
- Infinite Sprint and Fast Breaching are two upgrades often undervalued. Both make a noticeable difference, though, particularly when up against tougher enemies like Reactive or Liquid armor types.
- Dampen Blast is very useful, particularly on higher difficulty settings, when enemies favor explosive ammunitions.
- Beast of Burden might require a bit of work to get, but it is undoubtedly one of the best chip upgrades to get. Double the amount of munitions and explosives an Agent can carry never goes amiss.



The Co-Op Game

# Weapons



/ Available Tokens
Blueprint Tokens: 7

Blueprint tokens for weapons are acquired by chip-ripping enemies and completing missions. They are needed before you can purchase a blueprint and start research.

During the campaign game, all weapons are fully upgraded. However, in the Coop game, you begin with basic weapons and must purchase blueprints and then research the blueprints in order to upgrade your weapons.

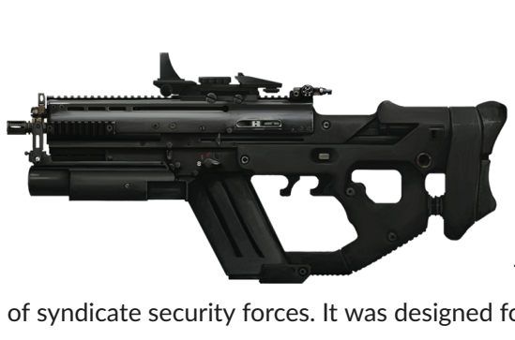
Blueprint tokens are acquired by chip-ripping enemies and completing missions. Once you have enough blueprint tokens, buy a blueprint for a weapon and assign it to be researched.

Only one blueprint can be researched at a time. However, you can queue additional research to begin once the first blueprint is completed.

Research takes place while you are playing co-op missions. It is a good idea to focus your research for a weapon you use most frequently.

## Rifles

### TAR-39 Assault Rifle



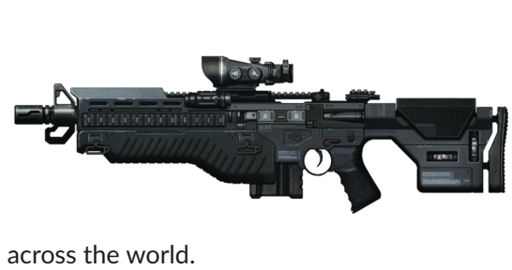
The TAR-39 is a versatile short-range tactical assault rifle used by a wide range of syndicate security forces. It was designed for close-quarters combat and fires .45-caliber armor-piercing rounds.

The characteristic sound of the TAR-39 is sometimes known as the "EuroCorp Anthem." The TAR-39 is one of the primary weapons available during loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| FSS Ammo | Increases the damage done | Replacing standard-issue .45s with Fin-Stabilized Steel rounds carried in spindle sabots, the power of the TAR-39 is greatly increased. Borrowing its concept from modern caseless munitions, the replacement thin steel projectile causes a much higher degree of internal bleeding. |
| Discrete Trigger Override | Reduces the Scatter of the gun | The Discrete Trigger Override is a chip-driven mechanism that allows the weapon to compensate intelligently for the stress and skill level of whoever is using the TAR-39. It reduces scatter by adjusting the millisecond timing of each shot. |
| TAR-39 Red Dot | Adds a red dot aim to the gun | The TAR-39 is not originally fitted for any scope, relying primarily on its iron sights. But by constructing and deploying a new frame, it can be used with a 1x/2.5x red dot digital rangefinder scope carrying a built-in DPSS laser sight. |
| Electronic Ammo Feed | Increases ammo per clip | An electronic ammo feed replaces the mechanical spring-operated magazine with one that utilizes electronic micro-motors. This frees up enough space to increase the magazine's capacity, allowing the individual operative to keep firing his weapon. |
| TAR-39 G40 Grenade Launcher | Grenade Launcher, alternate fire | For some additional firepower in tight situations, a front-loaded 40 mm underbarrel grenade launcher has been fitted to the TAR-39. Its first conception was for EuroCorp personnel facing Cayman Global security officers. The grenades allow the TAR-39 to clear out suspected sniper nests. |

### Kusanagi ACR-10 Assault Rifle



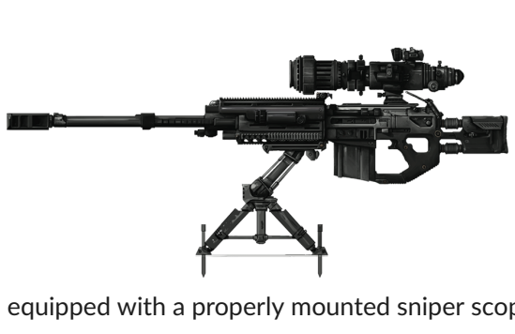
For over a century, the ACR-10 has serviced elite combat units in war zones across the world.

Recently, it has become a standard-issue combat rifle within elite Syndicate assault units, thanks to its versatility and its unique penetration capabilities. This is one of the primary weapons available during loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Hyper-Velocity System | Increases the damage done | Sometimes, there's a need for even more firepower than what the default ACR-10 can offer. An overpressurized Hyper-Velocity System utilizes the energy of the propellant gases of each bullet so that the velocity is dramatically increased for subsequent rounds. This makes the weapon all the more lethal. |
| Digital Recoil Dampener | Reduces the recoil of the gun | The Digital Recoil Dampener uses an electronic motor to compensate for the weapon's insufficient disposal of gas pressure. It has the increased advantage of a more comfortable grip, because of a refitted hand-guard. |
| MPB Munitions | Adds a penetration factor to the bullets | The Mercury Penetration Bullet adds additional penetration and stopping power to this already fierce assault rifle. Filled with a drop of mercury, these bullets will explode on impact. High inertia of the mercury means it will continue to penetrate into the soft tissue, causing devastating wounds. |
| Magazine Extension | Increases ammo per clip | A Cayman Global study says that Syndicate field Agents are 36% more likely to become casualties while reloading. Extending the regular ACR-10 magazine therefore improves the combat sustainability of an individual Agent. |
| CIAT Scope | Enables alternate fire for this gun, single shot, semi-automatic | Since the inception of the Takashi HSR-6 Sniper Rifle, customers have been asking for a better scope system on the ACR-10. This is Takashi's answer. Due to recoil, the gun switches to a semi-automatic mode when using this scope. |
| Compressed Air Reload | Increases the rate of fire for this gun in secondary fire mode | The CAR system utilizes a small compressed air canister system. After firing a round, the expanded gas is supported by a small burst of the compressed air, resulting in smoother and faster injection of the next cartridge. |

### Kusanagi HSR-6 Sniper Rifle



Restricted to semi-automatic fire, this long-range Kusanagi repurposing is equipped with a properly mounted sniper scope.

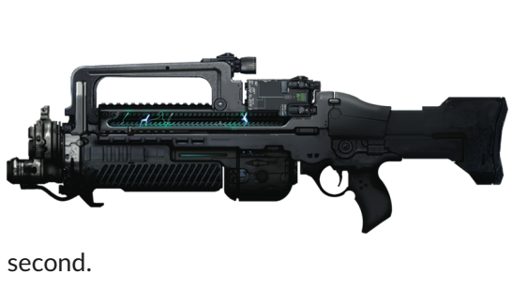
The assassination of the French Prime Minister gave the weapon notoriety, followed by public outcries against arms development and unprecedented premiere sales.

The sniper rifle is one of the primary weapons available during loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| HVAP Ammo | Increases the damage done | Shaped with a light metal casing over a hard tungsten-cobalt core, these High-Velocity Armor-Piercing rounds fuse armor-piercing capabilities with extreme stopping power. These projectiles are very likely to ricochet off the bones inside a target's body, causing irreparable internal injuries. |
| Muzzle Break | Reduces the recoil of the gun | An added muzzle brake reduces recoil by redirecting propellant gasses in the opposite direction of the recoil. This is a digitally controlled system, compensating each shot with adjustments for muscle tensions and other details that may have detrimental effects for the operator's accuracy. |
| MPB Munitions | Adds a penetration factor to the bullets | The Mercury Penetration Bullet adds additional penetration and stopping power to this already fierce assault rifle. Filled with a drop of mercury, these bullets will explode on impact. High inertia of the mercury means it will continue to penetrate into the soft tissue causing devastating wounds. |
| Magazine Extension | Increases ammo per clip | Even if snipers are less likely to burn through their ammunition, the HSR-6's multipurpose design forces a few adaptations. Many one shot, one kill proponents suggest that the HSR-6 is good enough as it is, but field Agents tend to disagree. Four extra rounds of ammo means four additional kills. |
| Assault Red Dot Sight | Enables alternate fire for this gun | By mounting a supplemental red dot sight at a 45-degree angle to the main scope, it's possible for a sniper to relocate rapidly and even to partake in close-assault operations when needed. It's an extremely important addition for urban combat operations. |
| Solid Film Lubricant | Increases the rate of fire for this gun | Adding a thin solid film lubricant to the action and trigger box of the gun allows for smoother reloading and so increases the gun's rate of fire. |

### EMWS-56 Gauss Gun



The EMWS-56 fires 5.4x56 mm Smart Bullets at a rate of four rounds per second.

What makes it unique is the Reliable Target-Seeking System that allows the user's chip to send data that actively recalibrates each bullet's impact trajectory.

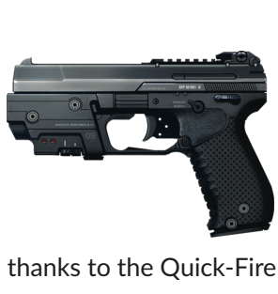
It literally fires around corners. This weapon can be found in some missions.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| DMD System | Increase the damage done | Deferred Munitions Detonation is the simple concept of waiting to detonate cartridge explosives until after tissue penetration. As systems go, this is a small change to the computer software of the EMWS-56, but the fine-tuning and balancing has been a real challenge to the scientists. |
| Munitions Miniaturization | Increases ammo per clip | Minimizing the size of the discarding sabots for the Smart Bullets, it's possible to store more ammo in a magazine. The magazines are also lighter, allowing Gauss Gun marksmen to carry more ammunition than their equivalents in opposing Syndicates. |
| Kinetic Energy Recovery Bullets | Adds a push-back effect on impact | The KERB system coats the chosen ammunition with microscopic capacitors. These capacitors store kinetic energy as the bullet is in motion, releasing that energy on impact. The result is a short but powerful electric blast, pushing the target back. |

## Handguns

### APP-3 Semi-Automatic Pistol



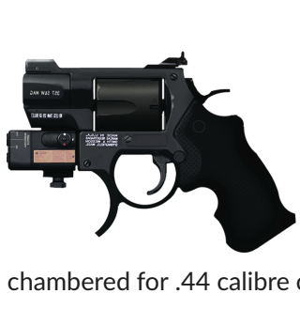
Lightweight standard sidearm intended for private security agencies. It's reliable and easy to use, thanks to the Quick-Fire Action Trigger system.

An independent survey stated that APP-3 handguns were used in more than 47% of urban shootings in America, 2065. This secondary weapon is available during loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Magazine Extension | Increases ammo per clip | In the mid-2030s, clip size restrictions were abandoned in North American legislation. Weapon manufacturers were quick to respond. Takashi Defence Systems released the A3E magazine for their APP-3 model |
| .45 HSC (Heavy Steel Core) Ammo | Increases the damage done | The first invention of munitions with a weighted core was designed to pierce armor. A side-effect of the Takashi APP-3 Heavy Steel Core rounds was impact splintering, causing severe internal bleeding. A much-protested human rights violation and a welcome boost in stopping power. |
| APP-3S | Enables Burst Secondary Fire | When EuroCorp developed an interest in the APP-3, they wanted their own special variation. Selective fire was Takashi's response, adding an additional semi-automatic three-shot burst mode that provides a lot more power when the weapon is used in close quarters. |
| Gyro-stabilized Compensator | Reduces the Scatter of the gun | Ensures aim stability and minimizes recoil by compensating gas pressure and actively redirecting the barrel inside a gyro-stabilized hard case. Some feel that it gives the gun a life of its own, explaining the technology's "Ghost Aim" marketing moniker. |

### Razorback M786 Revolver



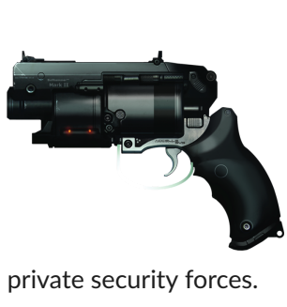
Introduced in 2058, the Razorback is a large-frame single-action revolver with a ten-round cylinder chambered for .44 calibre cartridges.

Widely embraced by sport enthusiasts and big game hunters, the Razorback has recently showed up on the Downzone black market. This secondary weapon is available during loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| SP99 Ammo | Increases the damage done | Saxe-Deimling's Soft-Point 99 cartridges are semi-jacketed lead rounds that expand into soft tissue. Jokingly referred to as "fail-safes," the first 98 prototypes had a high ratio of barrel explosions. But the latest incarnation has become one of the most extensively used .44-caliber rounds on the market. |
| Titanium Hammer Assembly | Increases the rate of fire of the gun | A custom-made hammer assembly, originally created by gun enthusiasts and sold on the black market. It was quickly picked up and modified by Saxe-Deimling and is now sold separately as an expensive weapons upgrade. The smoother and more lightweight assembly increases the rate of fire of the gun. |
| Kinetic Energy Recovery Bullets | Adds a push-back effect on impact | The KERB system coats the chosen ammunition with microscopic capacitors. These capacitors store kinetic energy as the bullet is in motion, releasing that energy on impact. The result is a short but powerful electric blast, pushing the target back. |

### Bullhammer Mark II Revolver



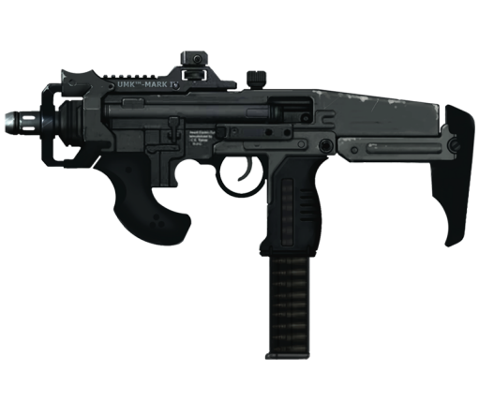
The Bullhammer is a five-shot double action revolver marketed toward law enforcement agencies and private security forces.

Chambered for powerful .600 cartridges, the Bullhammer packs quite a punch, but comes with quite a kick as well. This secondary weapon is available during loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Magnetic Acceleration Rail | Increases the damage done | The MAR requires specially coated rounds that are still quite expensive, but accelerates these bullets to speeds rivalling high-velocity small-arm projectiles. Its effect on the impact profile of the Bullhammer is such that it's often mistaken for cannon or explosive blasts in police investigations. |
| Custom Hair Trigger | Increases the rate of fire of the gun | While being widely available, this upgrade was never commissioned by Accelle-Sys. It first surfaced on the black markets of Downzone and due to the high rate of accidental discharges, the gun manufacturer strongly discourages its use. With this upgrade the Bullhammer certainly feels a lot more powerful. |
| Kinetic Energy Recovery Bullets | Adds a push back-effect on impact | The KERB system coats the chosen ammunition with microscopic capacitors. These capacitors store kinetic energy as the bullet is in motion, releasing that energy on impact. The result is a short but powerful electric blast, pushing the target back. |
| Red Dot | Adds a red dot aim to the gun | Even if it may seem natural for a short-range weapon to come equipped with proper sights, the Bullhammer has been an exception. Scientists have now redeveloped the weapon's elevation and added a proper sight mount, allowing use of real Accelle-Sys red dot sights. |

### UMK Mark IV SMG



When it was released, the UMK was marketed as a personal defence weapon.

The standard UMK-Mark IV model is an open bolt blowback-operated submachine gun that fires .223-caliber SDE ammunition. The UMK is the most prominent submachine gun on the black market.

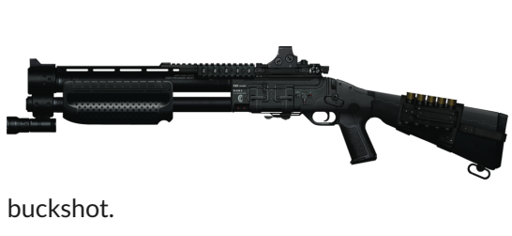
This is a primary weapon that can be equipped at loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Barrel Re-bore | Increases the damage done | Because of the UMK's compact build and high material quality, scientists realized that the barrel could be re-rifled to accommodate a larger calibre. The difference in weight is minimal, but the gain in stopping power is considerable. |
| Muzzle Climb Reduction System | Reduces the scatter of the gun | The Advanced Muzzle Climb Reduction System compensates for the UMK's high rate of fire and makes it a lot more accurate without any noticeable effect on handling. It repurposes the "hoodlum's spray can" into a weapon perfectly suited for elite military and Syndicate assault forces. |
| LS Tactical Sight | Adds a red dot aim to the gun | Dubbed the "Laser Show," thanks to the red dot dancing all over the target due to high scatter and recoil of the gun, this aiming tool does help with keeping the gun at least roughly on target, most of the time. |
| Grip Extension | Increases ammo per clip | The idea of a clip extension is self-explanatory, but the 2H Grip Extension is more than just a bigger magazine. It's constructed in such a way that parts of it fold into the main handle, allowing a more comfortable and steadier two-handed grip. |
| UMK Schalldämpfer | Adds a silencer to the gun | Using data from soldiers in the field, Saxe-Deimling introduced the Schalldämpfer. By combining reactive coolant and utilizing the principles of destructive interference, it makes the UMK one of very few weapons to boast complete inaudibility above 12 to 15 yards from a discharged weapon. |

## Shotguns

### Castellano CQC-11 Combat Shotgun



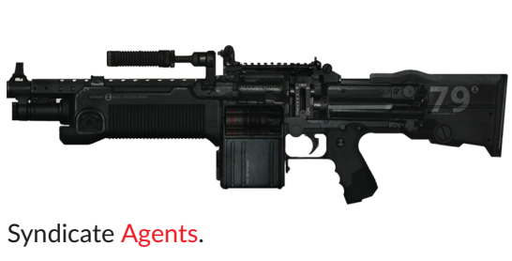
The standard model Castellano has an 11-round magazine loaded with 12-guage buckshot.

It was one of the first weapons fitted with the now-antiquated Clock technology, disabling the trigger for anyone except the properly registered owner. This primary weapon can be accessed during loadout.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| DUB Shells | Increases the damage done | Using the latest techniques for uranium treatment, the Depleted Uranium Buckshot makes the punch of the CQC-11 even more prominent than before. It has also helped boost its reputation and produced street nicknames like "The Irradiator" and "El Nuko." |
| Magazine Refit | Increases ammo per clip | Removing redundant structural metal and safety springs provides space enough for four more shells in the tube magazine of the CQC-11. Experts say that the likelihood of barrel explosion is less than 30% more likely than with the springs intact. |
| HTC Loading | Increases the rate of fire for this gun | High Tension Coils in a new loading mechanism ensure that shells are moved more quickly into the chamber, increasing overall rate of fire. |
| MF Compound Shot | Enables alternate fire for this gun, explosive shells | Using a mechanical pump-action lever to introduce a primer of Mercury Fulminate into the intentionally unstable 12-guage buckshot of the CQC-11, scientists have managed to make the shells behave more like impact grenades than buckshot. |
| Shrapnel Casing Buck | Adds an area of effect component to the gun for secondary fire | Probably the most expensive shotgun shell currently on the market. Each pellet consists of a steel core, a thin layer of plastic explosive and an outer shell of stainless steel with premade breaking points. On impact the steel coating will break away, splintering in all directions, showering additional enemies in the immediate area with shrapnel. |

### Mjolnir H.O.G. Automatic Shotgun



The H.O.G. (Hand of God) was conceived as a portable super weapon against Syndicate Agents.

As the then-government sponsored blueprints disappeared almost immediately, it proved a failed attempt for the nigh-obsolete nation states and expanded the EuroCorp arsenal. This weapon can be found in some missions.

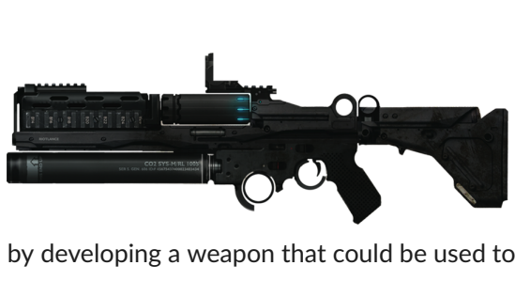
**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Mjolnir Mk. II Refit | Increases the damage done | Replacing the standard 12-guage shotgun shell with the bigger 10-guage shell effectively turns the hammer into a sledgehammer. This is a massive structural refit that changes the designation of the gun, but doesn't really change the appearance. |
| Recoil Suppressor | Reduces the recoil of the gun | By attaching a mechanical counterweight to the front of the gun, the barrel becomes more reliable and the recoil is significantly reduced. Between all the high-tech solutions that dominate the market, almost a full year of testing made Takashi choose this simple solution for their state-of-the-art shotgun. |
| Belt Extension | Increases ammo per clip | The newly adopted crystalline metallic alloy that replaces the disposable belt links for the H.O.G.'s ammo feed is lighter and stronger than titanium and allows the Mjolnir to pack additional shells. |
| Extra Barrel | Enables alternate fire for this gun | Adding an additional barrel to the already devastating Mjolnir shotgun makes it a lot more powerful and increases the fire rate, but it also affects the weapon's accuracy. Because of this, the ammo feed to the extra barrel can be switched on and off by the operator. |
| EOG | Adds a red dot aim to the gun | Initially added by a gun fanatic police officer as a joke, and dubbed the Eye of God, it has found widespread application. While the Hand of God usually works well enough thanks to brute force, the red dot does help with aim, ensuring at least the initial shot is on target. |

## Special Weapons

Special weapons can be picked up from dead enemies. Not all special weapons are available in all co-op missions.

### Riot Lance Dart Shooter



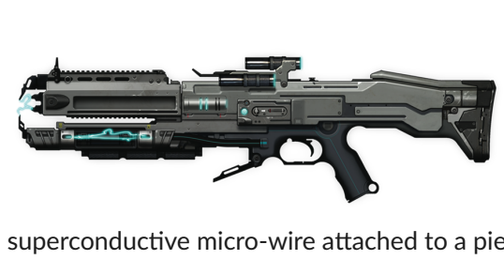
Saxe-Deimling was asked to solve an increase in unrest among chipped citizens by developing a weapon that could be used to cripple chip technology.

The riot lance was their answer. It fires small, effective, electromagnetic darts able to painfully disable chip functionality and secondary electronics.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Improved Aerodynamics | Increases the damage done | Replacing the traditional fin-stabilized flechettes with a stack of thin aerodynamic arrow shapes, the damage caused by the Riot lance is greatly increased. A side-effect of the needle-sharp arrow shapes is that the impact is almost imperceptible for the human nervous system. |
| H12 "Riot Basket" | Increases ammo per clip | The H12 "Riot Basket" utilizes a helical distribution of the weapon's flechettes, allowing it to contain more ammunition without increasing the size of the regular magazine. |
| Multi-loader | Increases the rate of fire for this gun, increased burst from 4 to 5 | The multi-loader was a nifty little invention of one of Saxe-Deimling's technical engineers. Decreasing the thickness between chamber slots, he was able to add an additional slot, allowing for a slightly increased burst fire. Structural integrity remains high. |
| DUD | Enables alternate fire for this gun | The Desperate Unloading Device was developed after a group of Agents overwhelmed police officers equipped with the Riot Lance. This attachment will allow the user to fire all remaining projectiles in the magazine in one go. An unexpected, but welcome, side effect was that, due to close proximity on impact, the rounds explode in a shower of metallic needles. |
| Kinetic Energy Recovery Darts | Adds a push-back effect on impact | The KERD system works slightly different to similar systems on other weapons. Microchips in each dart still collect kinetic energy as the dart travels to the target. However, due to low mass on the dart, this energy is combined with the darts EM field in order to create a strong enough blast to push the target back. |
| Lightning Bolt Mechanism | Electromagnetic Pulse will chain to other targets | The aptly named Lightning Bolt mechanism is essentially a small battery which super-charges projectiles as they leave the barrel. On impact the excess electrical charge will jump to additional enemies near the target. |

### RLX-240 Electron Mace



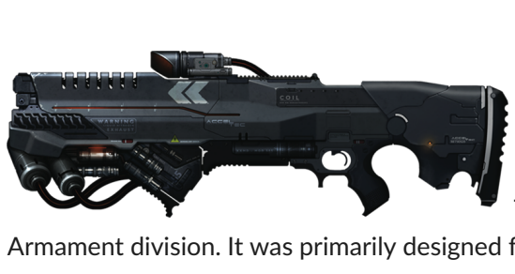
The Electron Mace is a high-powered electroshock weapon, firing a superconductive micro-wire attached to a piezo-electric tip.

Upon impact, the weapon administers high voltage electricity through the wire. Built as a crowd control weapon, exchanging the default battery with a high-powered one makes it lethal.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Electrochem Booster | Increases the damage done | In an attempt to minimize residual energy loss while firing the Electron Mace, scientists discovered that they can use the same residual energy to produce a stronger electric current, without costing any more energy. This makes the Electron Mace a lot more effective. |
| Double Layer Capacitor | Increases ammo per clip | The electric double-layer capacitor allows the Electron Mace to output a lot more energy before it needs to be recharged or the battery exchanged. This is partially due to the nature of the battery and also due to an increase in lossless energy efficiency. |
| Conducting Chain | Chains to one additional target | The Electron Mace has been refitted with launcher supplements to its micro-wires. When the first projectile hits home, it now responds by performing a rapid target sweep and then launching a secondary projectile at the closest adjacent threat. A chain-lightning effect is the result. |
| Regulated Trajectory Matrix | Increases the effective range of this gun | Originally designed as a weapon chip, the Accelle-Sys RTM is only useful on a small selection of weapons. For the Electron Mace, it boosts the effective range of the weapon by actively adjusting the ballistic trajectory of each launched projectile and optimizing the distribution of the weapon's micro-wires. |

### COIL Laser Rifle



The COIL is a long-range laser rifle developed by Accelle-Sys Industries' Energy Armament division. It was primarily designed for mechanized infantry.

It uses an advanced near-UV laser system that creates a high-intensity continuous laser beam. It was originally intended as a portable missile defence system.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Multi Beam Projector | Increases the damage done | Replacing the inner workings of the laser projector itself, this experimental new technology projects multiple laser beams into a single prism that is then used as the weapon's offensive beam. This multiplies the intensity of the laser and makes it a lot more potent. |
| Molten Salt Battery | Increases ammo per clip | Initially developed in the early 21st century to store energy from renewable energy sources such as wind farms, Accelle-Sys quickly found a way to reduce the size and apply them to military use. The problem of thermal management was partially solved but there are still some safety issues. |
| Disposable Liquid Coolant | Enables alternate fire for this gun | Integrated into the battery cartridge of the COIL laser rifle is a quantity of liquid coolant that allows the weapon to be fired continuously until the battery runs out, without overheating. As the cartridge is ejected, the liquid coolant is ejected with it. |
| Gatling Lens | Increases the time the weapon can be fire before it needs to cool down | The widely known revolving Gatling mechanism is used in this modification to revolve a drum of replaceable laser lenses, allowing unused lenses to cool down and the weapon to fire without interruption for longer intervals of time. |
| HP NaK Cooling | Reduces the cooldown of the weapon | NaK cooling, originally designed to cool nuclear reactors on submarines, was an obvious choice for the COIL. After several attempts a successful prototype of small enough size was developed. The NaK canister needs replacing after extended use of the weapon. |
| Helium Focus | Increases penetration of the weapon | A small Helium/Neon bore capillary tube attached to the barrel of the gun. This focuses the beam more tightly, increasing the penetration value at burn point. |

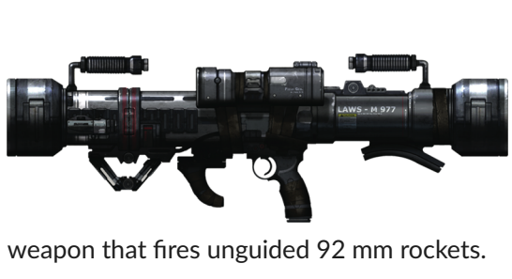
## Heavy Weapons

Heavy weapons can be picked up during co-op missions after killing the enemies carrying them. When picking up a heavy weapon, you keep your two other weapons.

These weapons come with half of the maximum amount of ammo when picked up, unless you have the Beast of Burden chip upgrade, then you get 100% of the maximum amount of ammo.

You can't get more ammo for heavy weapons at ammo boxes. Heavy weapons are dropped when you switch to another weapon.

### LAWS-92 Rocket Launcher



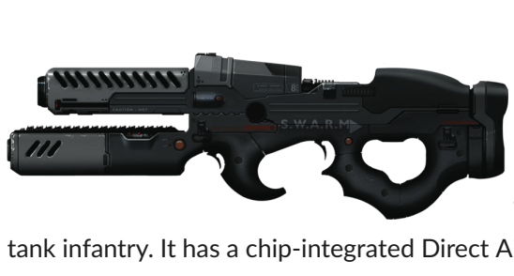
The LAWS-92 rocket launcher is a portable shoulder-launched anti-armor weapon that fires unguided 92 mm rockets.

It has become a common black market commodity, adopted by Downzone terrorists as anti-Agent ordnance.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| HESI "Heart Burn" Rockets | Increases the damage done | High-Explosive Semi-Incendiary rockets are deployed as anti-personnel rockets, packing 2,000 coated semi-incendiary pellets into an impact-sensitive canister. The pellets bore through protective armor and ignite upon reaching soft tissue. |
| Shrapnel Casing | Increases the area of effect of rockets | The typical LAWS-92 rocket casing is designed for anti-armor purposes and doesn't work as well against infantry. By using a hard steel casing that splinters when the explosive detonates and turns into thousands of shrapnel shards, R&D has come up with a repurposed anti-personnel rocket. |
| Fragment Casing | Adds an additional shrapnel to the explosion (up to 4 from 3) | Standard-issue rockets used by the LAW will fragment and cause shrapnel devastation additional to the explosion. An experimental casing for new rockets will increase the shrapnel effect by utilizing predetermined break points. |
| LAW FoF Micro Chip | Reduces the damage team members take when caught in a blast | The new wave of heavy weapons munitions are equipped with tiny microchips that are capable of detecting nearby friendly DART chips. If a friend is detected, the fragment or bullet will be destroyed by a micro explosive. Smaller fragments will still hit the friendly target, but overall friendly injury is reduced. This is no excuse to aim weapons at friendly units. |

### SWARM Launcher



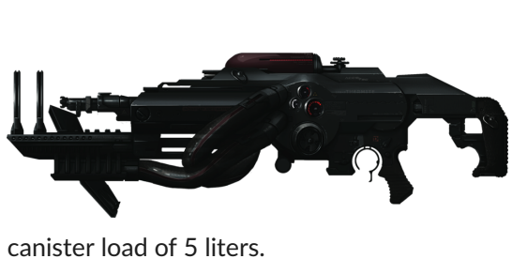
The SWARM is a high-tech semi-automatic missile launcher used mainly by anti-tank infantry. It has a chip-integrated Direct Aim-Lock and fires 25 mm SSB video-guided missiles.

When pulling the trigger, the system locks the target and sends relevant data to the missile before launch.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| HEAP Missiles | Increases the damage done | By replacing the standard-issue high-explosive charge with a High Explosive Anti-Personnel charge, the SWARM missiles are rendered much more dangerous against infantry, but less effective against vehicles. Syndicates have been reported to deploy such missiles against troublesome demonstrations. |
| Drum Refit | Increases ammo per clip | The scientists have not only expanded the extant magazine, but made sure that the refit works with every type of sub-munitions available. The weapon has also been made future safe by rebuilding it into more of a modular weapons platform. |
| Shrapnel Charge | Increases the area of effect of rockets | Regular SWARM missiles are fitted with onboard sensor systems and composed of a casing containing a high-explosive charge. By attaching an external shrapnel canister to this high-explosive charge, the area of effect is greatly increased. |
| Hair-trigger Drum Ejector | Adds a secondary firing mode to the gun | By reconfiguring the structural core of the launcher, it becomes possible to eject the entire missile drum at the push of a button. Shortly after being ejected, the magazine disintegrates and fires all its missiles toward its target. |
| SWARM FoF Micro Chip | Reduces the damage team members take when caught in a blast | Microchips for the SWARM had to be adapted from a similar system used by the larger LAW munitions. The smaller rockets of the launcher made adaptation difficult and there is a higher failure rate. Firing on a target near a member of your team is still highly inadvisable. |

### LTB Thermite Gun



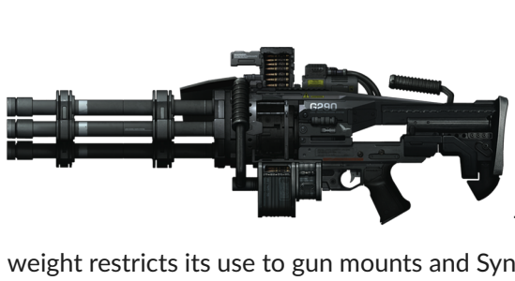
The thermite gun carries TH3 ammunition and has a maximum munitions canister load of 5 liters.

Burning with an intense flame that eats through metal with time, the gun is feared for the long-term effects caused even by minute exposure to the searing liquefied metal it spews out.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| Thermate Injector | Increases the damage done | Switching over to the more aggressive thermate fuel alternative, higher temperatures can be reached. Creating a blending mechanism for their injector, they allow the weapon to switch between thermite, thermate, and other oxidizing compounds intelligently. |
| Active Fuel Compression | Increases ammo per clip | An Active Fuel Compressor is a super-pressurized container that fits an increased amount of fuel in the same space as a regular fuel canister. The volatile elements are separated until reaching the injector, at which point they are mixed into a substance similar to regular fuel. |
| FoF Sensor | Reduces the damage team members take when caught in a blast | Since the LTB-P does not use any kind of projectile, the FoF microchips were placed at the front of the gun in the form of a sensor array. If a friendly DART chip is detected within a 45 degree cone in front of the weapon, the mixture control automatically adjusts fuel levels to burn at a lower temperature and so reduces potential friendly damage. |

### HARBINGER G290 Minigun



The Harbinger G290 Minigun is a massive, multibarrel machine gun. Its heavy weight restricts its use to gun mounts and Syndicate Agents.

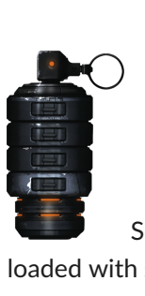
It fires 30 mm armor-piercing discarding sabot rounds but can only fire with the barrels in full spin, requiring a brief windup before it starts firing.

**Blueprints**

| Name | Effect | Description |
|---|---|---|
| RAHE Ammo | Increases the damage done | Discharged like a regular cartridge, the Rocket-Assisted High Explosive bullet's propellant is fired just a few milliseconds before impact, with the purpose of embedding a small explosive payload into the target before detonating. Initial tests have proven extremely effective. |
| Predator Belt | Increases ammo per clip | This is a lightweight polymer belt that allows for additional ammunition to be carried at minor weight gain overall. Favored by recon and assault units operating in hot and humid jungles. |
| Vertical Compensator | Reduces the recoil of this weapon | Even if the multiple barrels of the G290 disperse recoil naturally, the gradual climb of the weapon's shot placement is reduced further by an active vertical compensator. This smart device angles the whole barrel mount over time, following the operating Agent's movement and adjusting the barrels accordingly. |
| Projectile Trailing | Reduces the scatter of this weapon | Each bullet is paired with a miniaturized electromagnet maintained from a computer inside the weapon. It means that bullets fired using the weapon's chip-linked projectile trailing will literally lead the way for subsequent bullets, thereby decreasing scatter. |
| Double Spring Windup | Reduces the time the weapon takes to wind up to operating speed | By attaching an additional spring mechanism to the electronic motor spinning the barrels, spin energy is conserved during continuous fire. This energy can then be used to rapidly return the barrels to full spin, without any effect costs. |

## Grenades

### SEEF-2 Fragmentation Grenade

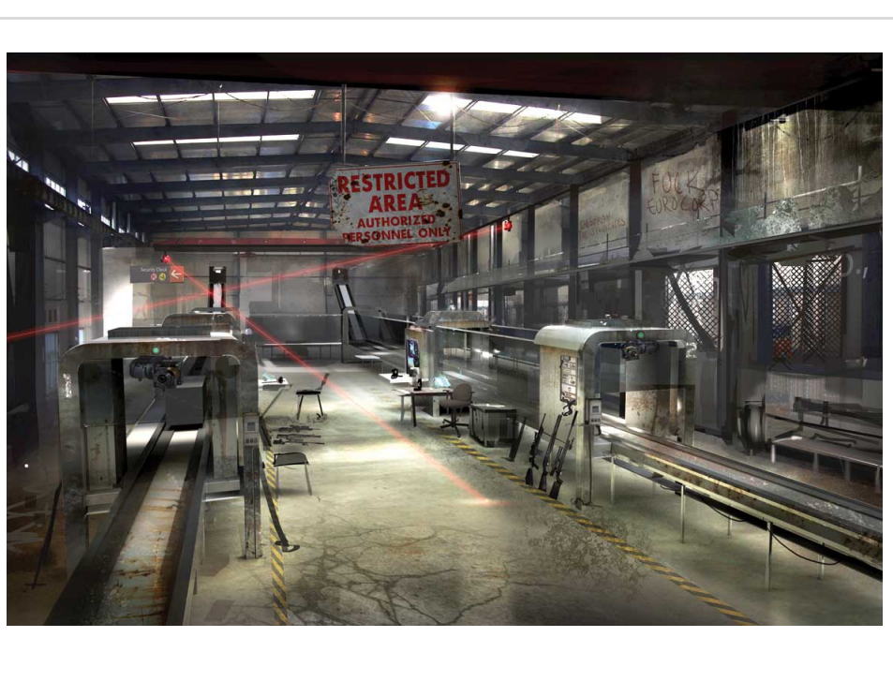


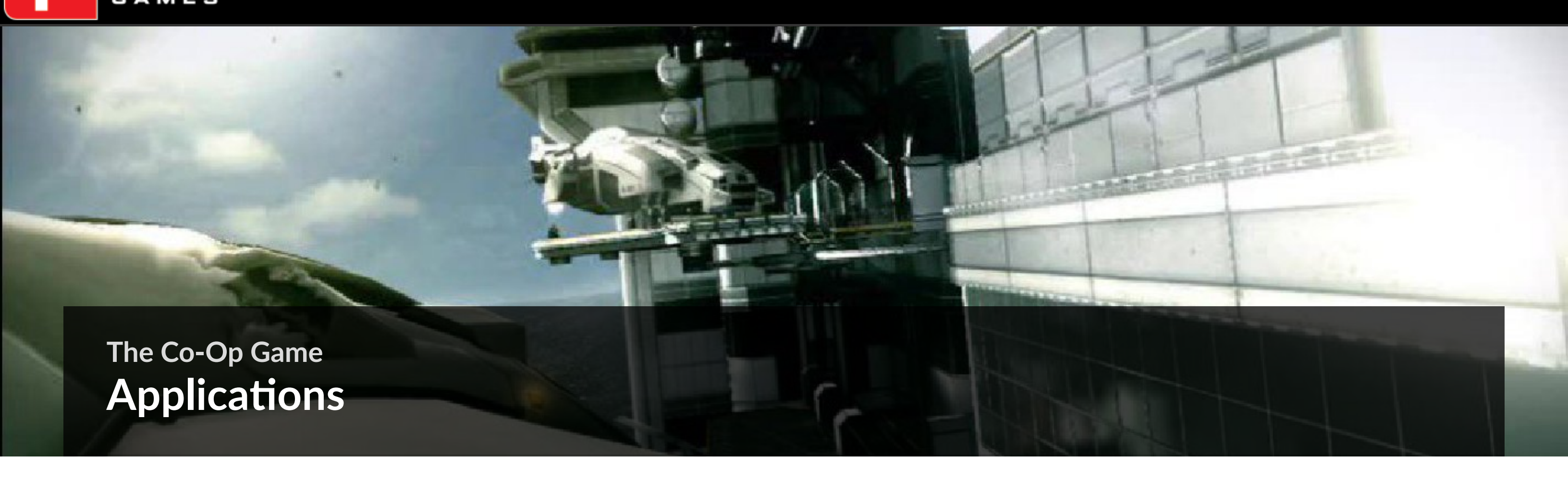
SEEF-2 is an anti-personnel fragmentation grenade with a 3 inch body, fitted with an electronic fuse system and loaded with sharpened flechettes.

Its internal Signature Encounter Extension System detects and reads heat and electromagnetic signatures off human and mechanical targets.

**Blueprints**

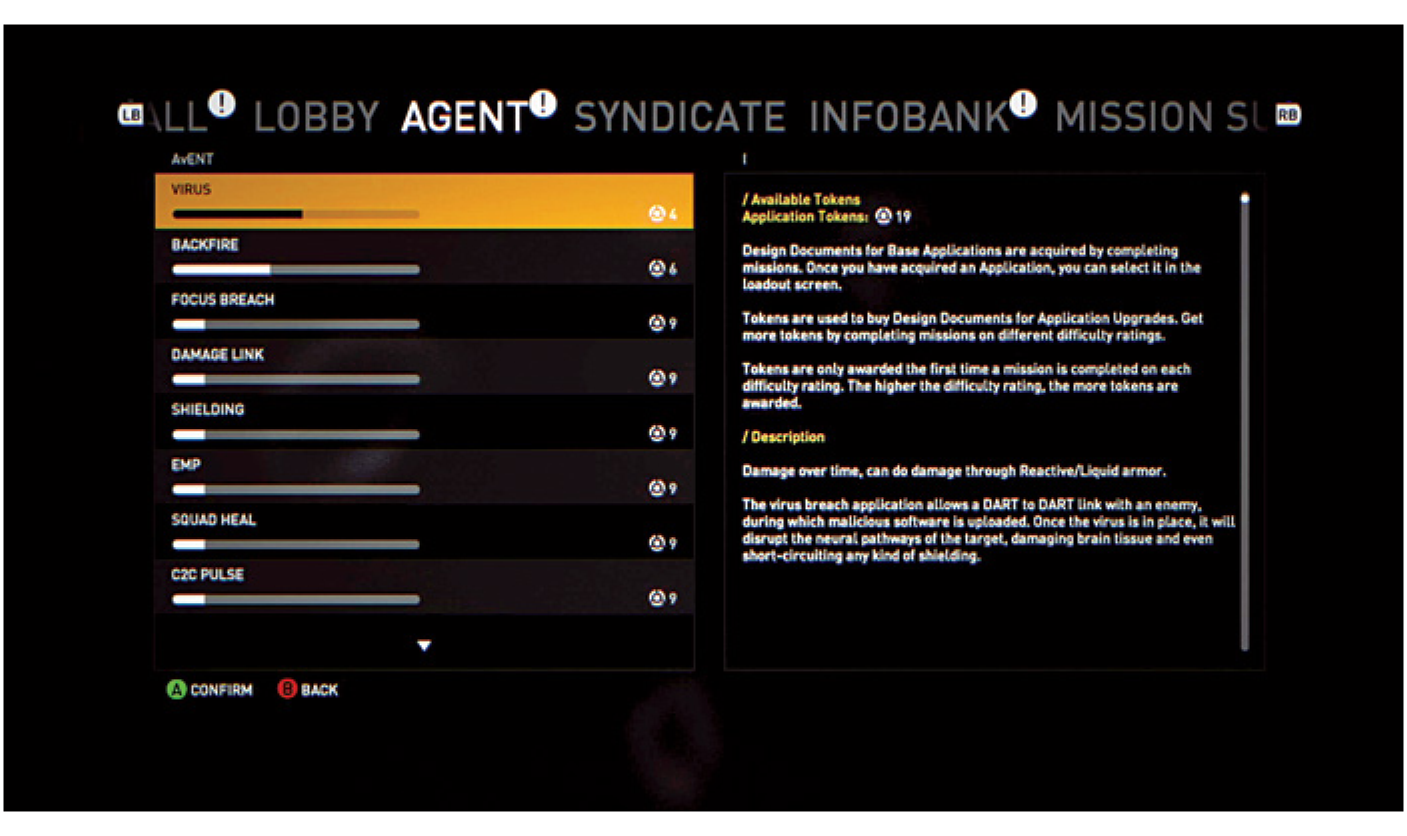
| Name | Effect | Description |
|---|---|---|
| Intelligent Flechette Dispersal | Increases the damage done | By introducing a magnetic compound into the grenade flechettes and allowing SEES to affect the trajectory of each individual flechette, the grenade is rendered much more effective. It's not accurate enough to pierce vital organs, but the flechettes can be steered toward prioritized targets. |
| FoF Fragmentation | Reduces the damage team members take when caught in a blast | The entire grenade is covered with tiny FoF microchips to ensure most fragments after an explosion are able to detect friendly units close by. It took SD five years of R & D to get this to work and it has proven a great addition in the field. |
| SEEF-2B Spin Mod | The area of the damage effect is increased | With the Spin Mod, the grenade starts to spin immediately before detonation, utilizing centripetal force around its main axis. This causes high-velocity shrapnel dispersal over a larger area. It makes the grenade useless against armored vehicles, but highly effective as an anti-personnel weapon. |





The Co-Op Game

# Applications



/ Available Tokens
Application Tokens: 19

Design Documents for Base Applications are acquired by completing missions. Once you have acquired an Application, you can select it in the loadout screen.

Tokens are used to buy Design Documents for Application Upgrades. Get more tokens by completing missions on different difficulty ratings.

Tokens are only awarded the first time a mission is completed on each difficulty rating. The higher the difficulty rating, the more tokens are awarded.

/ Description

Damage over time, can do damage through Reactive/Liquid armor.

The virus breach application allows a DART to DART link with an enemy, during which malicious software is uploaded. Once the virus is in place, it will disrupt the neural pathways of the target, damaging brain tissue and even short-circuiting any kind of shielding.

There are twelve different apps available during the co-op game while the campaign game only features three. Each of these apps can be upgraded by spending application tokens and then researching the upgrades.

## Backfire

Backfire was one of the earliest applications developed. A basic link between the DART chip and an inanimate object is established and a certain function is executed.

In this case, the link is to a gun used by an enemy and the function is to change the timing of the trigger release, causing a misfire. This deals a moderate amount of damage to the target and knocks enemies back.

| Name | Effect |
|---|---|
| Chamber Patch | 25% more damage |
| Auto-Shot | 25% more damage |
| Perforator 3 | 50% more damage |
| Backfire V2.0 | 1 additional target is affected |

## Battery

This application gives 50 percent power to all applications for all players on the team for all of their applications (with the exception of another Battery app).

As a result, this can help the team recharge their apps and use them more frequently.

| Name | Effect |
|---|---|
| Capacitor Increase | Gives 10% more power |
| Battery Efficiency | Gives 15% more power |
| Application Reset Add-on | Gives 20% more power |
| Battery V2.0 | DART overlay bar of the entire team is restored to full |

## C2C

Pulse Based on the original design for the squad heal, C2C Pulse was written to be utilized in situations where there are smaller amounts of threat over a longer period of time.

It utilizes a pulsing power signal with DART link to stimulate cell regeneration for short bursts at a time. It heals anyone within range for 15 percent of their base health per pulse.

Agents in wounded states will get a 15 percent bonus to their required breach for each pulse.

| Name | Effect |
|---|---|
| Pulse Duration Patch | Heals 15% more per pulse |
| DART Link Patch | Range is increased by 30% |
| Pulse Frequency Patch | Pulse frequency is increased by 25%, duration remains the same |
| C2C Pulse V2.0 | The base value of the heal is given as a direct heal to the team. |

## Damage Link

This application will link friendly DART chips in parallel.

This short-term increase in computational power allows for optimized bullet trajectory calculations, maximizing the firepower while the link lasts.

As a result, every team member's damage output is increased.

| Name | Effect |
|---|---|
| Link Stabilization Patch | Longer duration |
| Link Strength Add-on | 5% more damage |
| Link Modulation Upgrade | 10% more damage |
| Damade Link V2.0 | Fills DART overlay bar of the entire team |

## E-Drain

This application started life as a simple energy drain virus. However, software engineers soon figured out a way to use resonant magnetic induction to transfer the drained energy and use it to power self-regeneration subroutines.

Working together with the Caymen Global medical research team, they created an application to stimulate cell regeneration of an Agent using the drained energy of opponents.

This app does damage to an enemy and 50 percent of the damage is converted into health.

| Name | Effect |
|---|---|
| E-Drain Mod 1.25 | 33% more damage done |
| Efficiency Patch | 15% more damage is converted into HP |
| Power-loss Reduction Add-on | 25% more damage is converted into HP |
| E-Drain V2.0 | 10% of the damage is converted to HP for the entire team |

## EMP

The EM Pulse upgrade essentially creates a short-burst electromagnetic pulse that disables most electronic based equipment temporarily. This includes personal cloaking fields, turrets, and explosive munitions.

Opponents, if close enough, can be stunned and backpacks containing electronic equipment can be detonated. This app decloaks specters, detonates backpacks, and stuns enemies.

It shuts down turrets temporarily and can disable both grenades and rockets.

| Name | Effect |
|---|---|
| Energy Influx Patch | Stronger pulse, 40% more damage and 2 second duration increase |
| IEC Add-on | Stronger pulse, 60% more damage and 2 second duration increase |
| Frequency Modulation | Range is increased by 30% |
| EMP V2.0 | Pulse now works on Liquid and Reactive armor and shuts down the armor |

## Focus Breach

Aspari began researching into software upgrades for breaching early on. It was clear that any increase in breaching speed would be a clear advantage against Agents of other Syndicates.

Focus Breach in its simplest form uses additional processing power of the DART chip to focus on breaching. Other operations of the chip take a lower priority. As a result, breaching is faster for 5 seconds.

| Name | Effect |
|---|---|
| Priority Patch | Lasts 10 seconds |
| Signal Boost | Speed increase is 10% faster |
| Multithread Patch | Speed increase is 15% faster |
| Focus Breach V2.0 | Breach speed of team members is increased by 10%. |

## Focus Target

When this app is used, enemies are highlighted even outside of the DART overlay. In addition, breaches against those targets are 10 percent faster. This app affects the entire team.

| Name | Effect |
|---|---|
| Resonance Modifier | Effect lasts longer |
| Armor Destabilizer | Target takes 10% more damage from all sources |
| Smart Feedback Hotfix | Target takes 15% more damage from all sources |
| Focus Target V2.0 | Target is slowed by 30% |

## Reboot

This software upgrade was initially installed without telling the Agents. The fail-safe algorithms will sense an Agent's imminent expiration and send a high-power electrical charge directly to the adrenal gland.

Malfunctions in the form of activation at random led to voluntary installation and Agent-controlled activation, however. This app allows you to get back on your feet when crawling and start with 50 percent base health.

| Name | Effect |
|---|---|
| Endorphin Release | Start with 20% more HP |
| Endorphin Surge | Start with 30% more HP |
| Adrenaline Reroute Routine | Start with 50% of all applications filled |
| Reboot V2.0 | Gain shield for 5 seconds |

## Shielding

Gives the entire team an electromagnetic shield that stops some incoming damage.

| Name | Effect |
|---|---|
| Field Strength Patch | Shield blocks 10% more damage |
| Power Optimization Update | Shield blocks 15% more damage |
| Energy Efficiency Service Pack | Shield blocks 25% more damage |
| Shielding V2.0 | EMP Pulse (5m range) when shield depleted |

## Squad Heal

Squad Heal was introduced as a breach application by EuroCorp to foster stronger cohesion within a team of Agents. At least one Agent would be equipped with this application to serve in a supportive role.

Essentially, the user's DART chip interacts with nearby friendly DART chips and shares part of its own power supply to stimulate cell regeneration. This app heals 50 percent of the health of each member of the team.

| Name | Effect |
|---|---|
| Energy Heal | Heals 20% more |
| Energy Efficiency Patch | Heals 30% more |
| Muscle Relaxant | Removes and blocks all stun effects for 10 seconds |
| Squad Heal V2.0 | Initialization time reduced by 50% |

## Virus

The Virus breach application allows a DART to DART-link with an enemy and upload malicious software.

Once the virus is in place, it will disrupt the neural pathways of the target, damaging brain tissue and even short-circuiting any kind of shielding.

Damage continues to be inflicted over time, even through Reactive or Liquid armor.

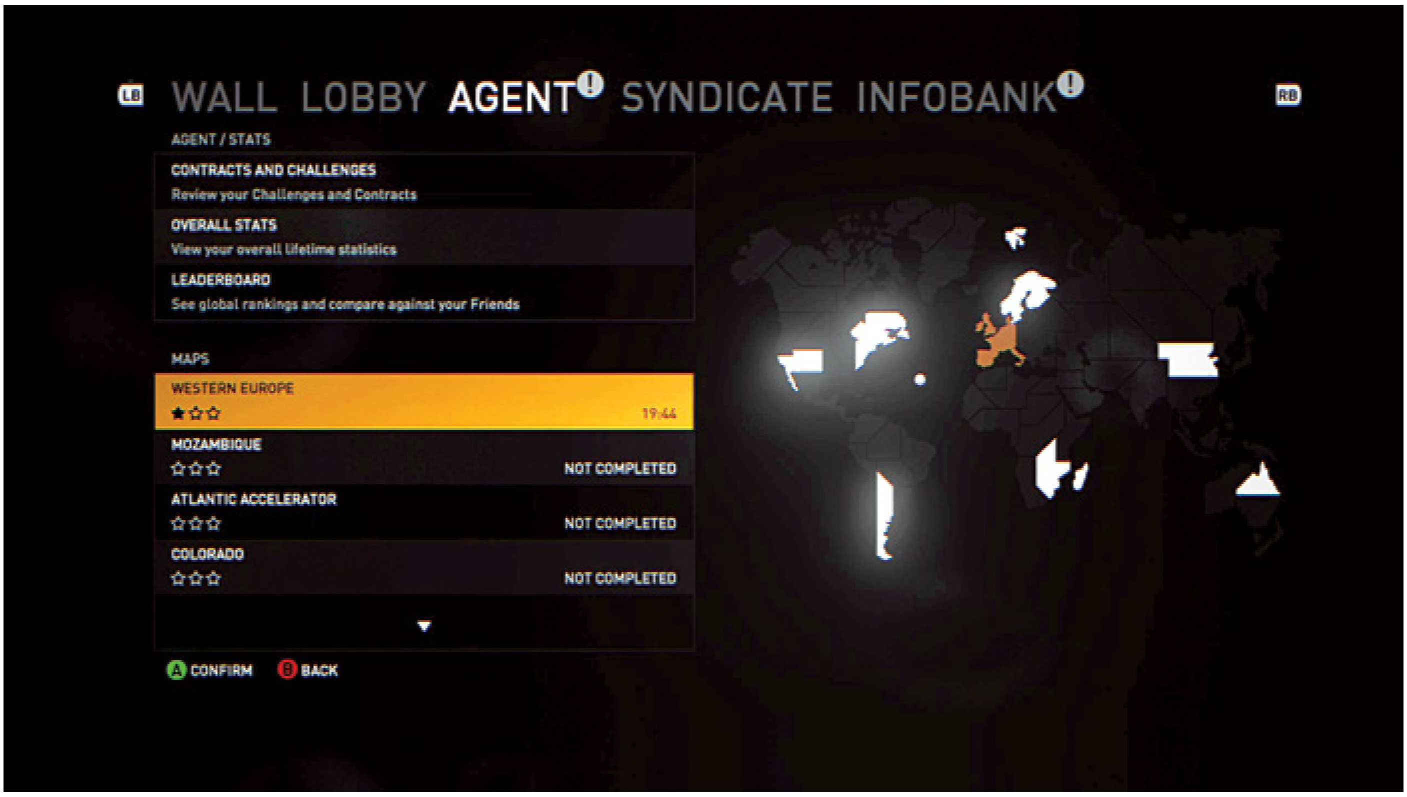
| Name | Effect |
|---|---|
| Aggression Mod | 10% mode damage |
| Runtime Service Pack | Faster ticks (virus works quicker against target) |
| Dynamic Attack Protocol | 15% more damage |
| Virus V2.0 | Base damage over time spreads to two nearest allies of the target |

## Hints and Tips from the Testers

- Using Applications such as Shielding and C2C Pulse will help keep Agents up when crossing killing grounds to turrets, enemy APCs and dropships.
- When noticing players dropping in health, but not in line of sight to heal, remember to use the Shielding or Squad Heal application to buy them some time.
- When using the Reboot application it is wise to wait until the area is reasonably clear of enemies. Reboot can help you salvage a mission that looks almost certain to fail.
- The Backfire application is of great help against tougher enemies (such as reactive and liquid soldiers)—it can give you a few vital seconds of breathing space.
- The Focus Target application is very useful if you want your team to take down one specific enemy quickly.
- Virus has a longer range than a regular breach. It also acts through shields of tougher enemies, allowing you to take cover while still dealing damage.
- The EMP application can come in very handy when rushing a turret position to temporarily disable the turret. It also stuns Riot shield Police units and makes them drop their shields.
- Focus Breach, particularly when upgraded, is extremely useful when dealing with multiple shielded units.
- E-Drain is an application that is well suited for the more aggressive player who likes pushing forward. If cut off from heals and support, it can give the player a bit of extra breathing space.
- *It is of great benefit to have at least one Agent with the Battery application in the team, particularly if it is upgraded. Recharging applications can make the difference in a tough encounter.

## The Co-Op Game

# Challenges, Contracts, Stats and Leaderboards



AGENT / STATS

CONTRACTS AND CHALLENGES
Review your Challenges and Contracts

OVERALL STATS
View your overall lifetime statistics

LEADERBOARD
See global rankings and compare against your Friends

MAPS

WESTERN EUROPE ★☆☆ 19:44

MOZAMBIQUE ☆☆☆ NOT COMPLETED

ATLANTIC ACCELERATOR ☆☆☆ NOT COMPLETED

COLORADO ☆☆☆ NOT COMPLETED

This is where you can check your progress in the co-op game and see how you rank against other players.

## Contracts

Contracts are issued to you if players in your friends list or your syndicate have performed better in combat than you. Exceed their performance per the details of each Contract to gain additional experience.

## Challenges

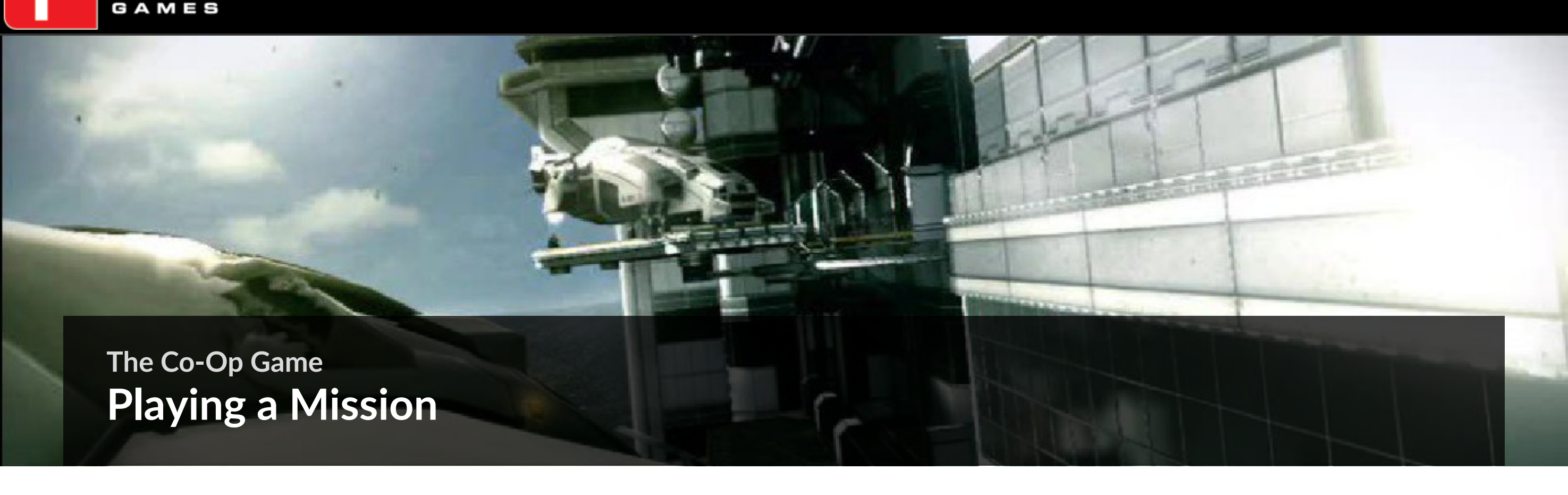
Complete various challenges by performing specific actions or achieving a certain number of kills with each weapon. Finishing challenges rewards you with additional experience.

## Overall Stats

This is where you can view your overall lifetime statistics for your play in the co-op missions.

## Leaderboard

Check out this screen to see global rankings and compare your experience against your friends and fellow syndicate members.



The Co-Op Game

# Playing a Mission

PRIMA13
OVERRIDE SECURITY TERMINAL
PRIMA13
OVERRIDE SECURITY TERMINAL - 46.6 m
40
200
2
SHIELDING
BREACH
100 %
OFFLINE
250
DART OVERLAY
100 %

The co-op missions are different from the campaign game. While you play solo in the campaign game, in co-op you can play with up to three other players.

In fact, all of the co-op missions are designed for four players working together.

Though you could play with only two or three players, the difficulty of the mission increases drastically. Don't even try these missions on your own. You need backup.

## Roles

In each mission, it is important for the members of a team to take on specific roles and come armed with the appropriate weapons for those roles.

Depending on the mission, you may want to have different compositions for your team. There are three main roles—offensive, defensive, and support.

## Offensive

The job of the offensive player is to advance and get in close to the enemy. These players need to move quickly and take advantage of cover.

When fighting against enemies with armor, their job is to move close enough to breach the armor and distract the enemy while team members with heavier firepower engage from long range.

An offensive loadout kit should include a submachine gun or shotgun as well as Reboot, EMP, E-Drain, or C2C Pulse apps.

If you plan on playing this role, upgrade your chip to increase your health because the offensive player is the one who usually takes a lot of fire.

For most missions, you will want to take along two offensive players who can work together in partnership—keeping each other healed and providing close support when the other offensive player gets into trouble.

## Defensive

The defensive player's task is to provide direct support to the offensive team members as well as defend the dropship, during the missions where this is an objective.

This role stays back a bit, following the offensive players and engaging the enemies that are attacking those team members. Defensive players also attack armored soldiers after offensive players have breached their armor.

For this role, you want an assault rifle, which combines firepower with longer range.

A TAR-39 works well for a defensive player who likes to play up a bit closer to the enemy, while the ACR-10 is better for staying back—especially once it has been upgraded with the scope.

Select apps such as Shielding, Virus, or Focus Target, which can help other members of the team as well as the defensive player.

Each mission should have at least one defensive player, or two defensive players, with one playing forward and the other playing back.

## Support

Every team needs a support player. The job of this role is to stay back and engage enemies at long range.

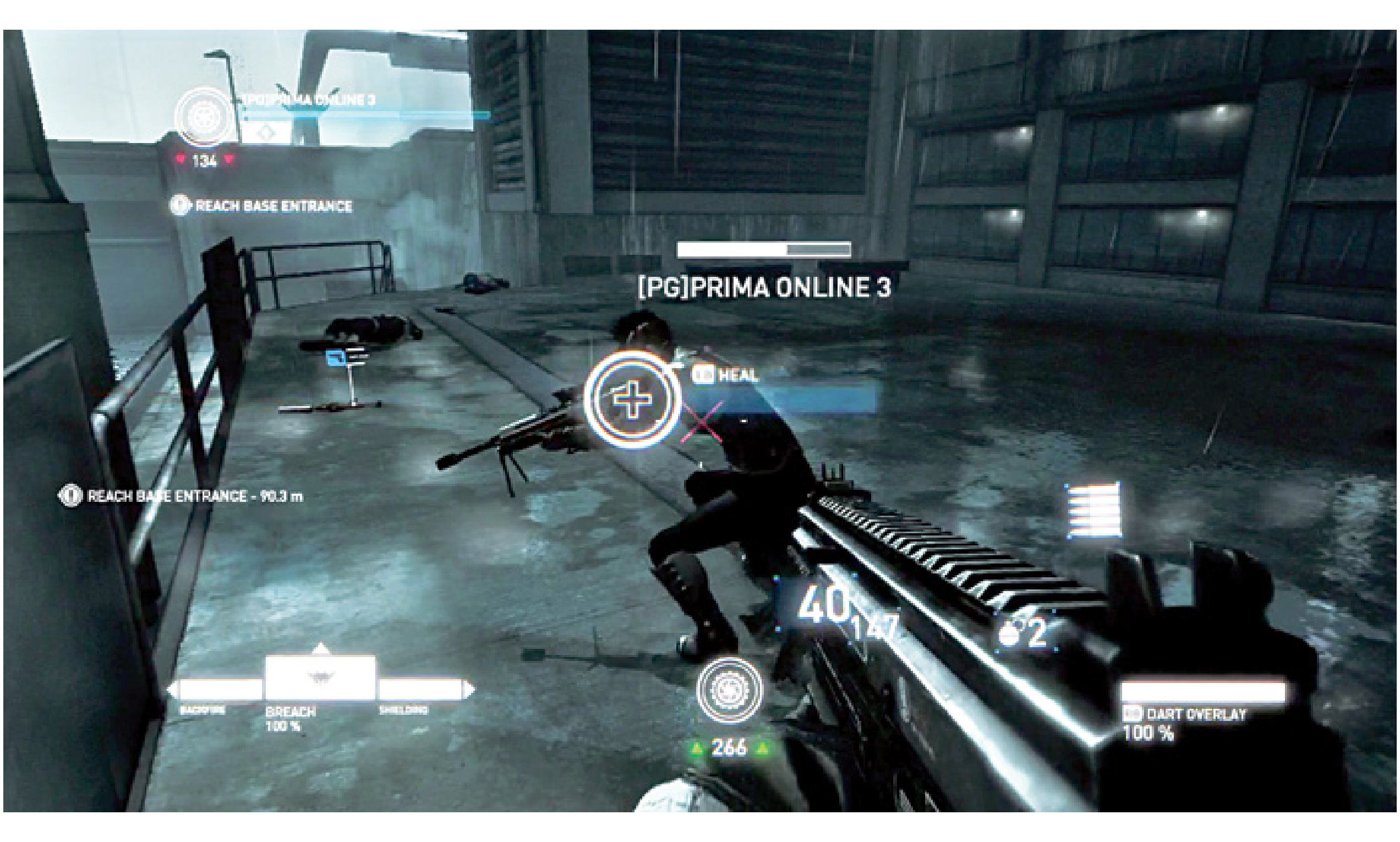
This player role looks for enemies up on catwalks or enemy snipers and kills them before they can inflict damage on your team members. The sniper rifle is the weapon of choice for support.

Pick up an assault rifle during a mission for a second weapon you can use at closer range rather than a sidearm.

Support players should select apps that can support the entire team at all ranges. Heal Squad is a great choice along with Battery or Damage Link.

The support player can also defend the dropship when this is an objective and be ready to move forward to reboot team members who have gone down.

## Teamwork



The key to completing co-op missions is working together as a team. These missions are designed to force players to work together. Playing as individuals only results in a failed mission.

As mentioned previously, each member of a team should be assigned a role and be armed accordingly. It is usually a good idea to designate one player as the team leader.

The leader, who can play in any of the three roles, is the one who ensures that the team members focus on the current objective. For most missions, it is a good idea to stick together.

When a team must split up, always make sure to use the buddy system. A player alone is a dead player.

Therefore, if you have to defend the dropship while stealing items, leave two at the dropship while the other two go after the goods.

The main reason to always have a buddy is for healing.

You can heal another team member at any time by targeting them and then pressing the breach button. Not only does this help keep your team members alive, you also get experience points for healing.

If a team member loses all of their health, they do not die, but drop to the ground and can crawl, but not fight. Another team member must use the breach ability to reboot them and get them up and running again.

If all team members are on the ground, the mission is a failure. Therefore, it is important to always keep one player back but in range to reboot the other players.

Plus, by constantly healing each other, you can avoid needing to reboot.

## Officers

PRIMA13
4875
40
200
2
BREACH
4,591
DART OVERLAY
100 %

Every mission has officers that you must defeat. They are always in some type of armor, which you must first breach. Don't try to go one-on-one with an officer. Instead, you need to work together as a team.

As your offensive team members move in and breach the armor—while hiding behind cover if possible—the rest of the team fires from longer range. If you have to take on one of these enemies with just a couple of players, use a tag team tactic.

As one player has the officer's attention, a second player shoots at the officer from the side or rear while the first player seeks cover.

As soon as the officer turns to engage the second player, the first player then goes on the attack while the targeted player rushes for cover.

This lets you maintain constant firepower on the officer while allowing each player time to recover health. Don't forget to heal each other during the fight as well or have a support player use Squad Heal.

With a little practice, officers will be a lot easier to take down.

PRIMA13
LEADER
121
DART OVERLAY

After defeating an officer, move in and rip out his chip. You have only a few seconds after the officer drops to his knees to get the chip.

Once the time is up, the chip is unrecoverable. Not only do you get experience points for the chip rip, you also can earn tokens for upgrading after the mission is complete.

## Agents

PRIMA13
8058
AGENT ARELLANO
RAISE SERVER
08
26
SHIELDING
100 %
BREACH
DAMAGE LINK
8,887
DART OVERLAY
100 %

During some missions, you must defeat enemy Agents. These are your toughest foes. Some Agents have the ability to heal each other.

Therefore, the best strategy is to use heavy firepower and have all members of your team concentrate their fire on a single Agent at a time. Usually once one goes down, the others are easier to kill.

Use apps that help the entire team such as Shielding, Battery, or Squad Heal to keep everyone at their fighting best.

Other apps are also useful—especially if you have upgraded them so they affect the entire team. Once you kill an Agent, you can rip out his chip just like an officer.

You can also breach his chip while he is down and cause him to self-destruct. This keeps the Agent from rebooting, but prevents you from ripping the chip.

## DART Overlay

During co-op missions, using the DART overlay does not slow down time. However, it still allows you to see enemies behind cover.

Plus, if a team member can see an enemy, the same enemy appears in your DART as well. Therefore, it is a good idea to have your support with the sniper rifle look for enemies so that everyone else can also see them.

Some chip upgrades or apps also improve your abilities while in DART overlay mode.

While you can pick up ammo and weapons from downed enemies, also look for ammo caches.

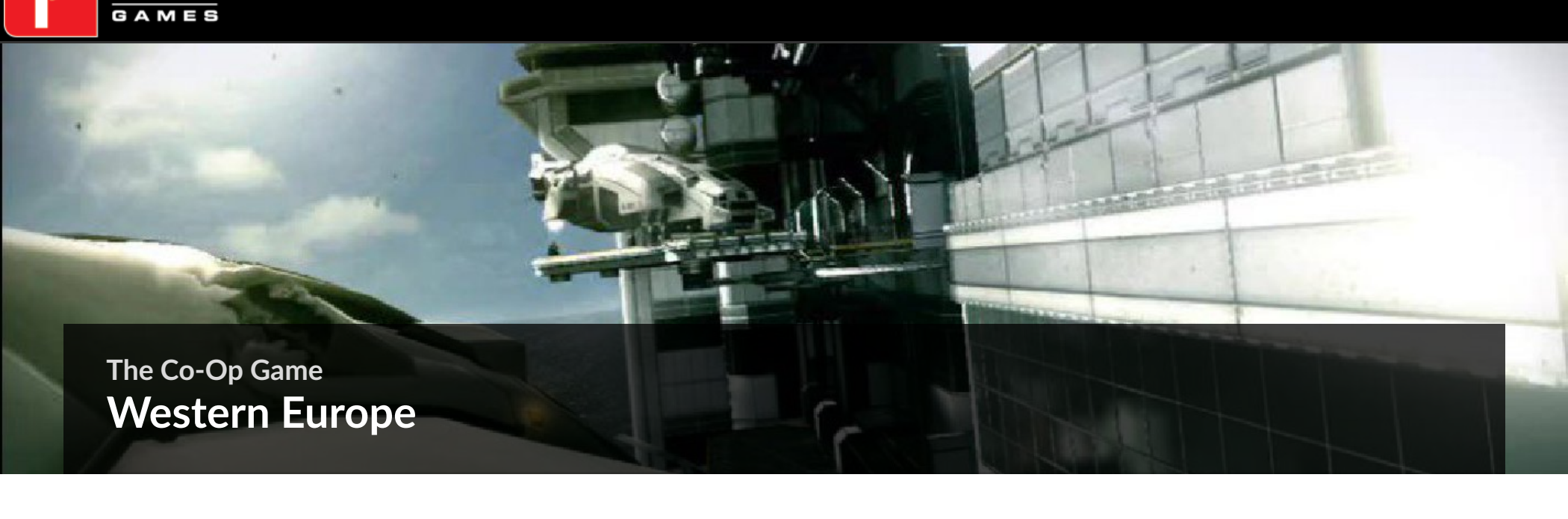
They appear with a blue outline while in DART overlay mode and can provide ammo for all weapons except heavy weapons such as the minigun or thermite gun.

When you find an ammo cache, be sure to call out to your team and let them know as well.

## Hints and Tips from the Testers

Here are some battle-tested co-op tips from the *Syndicate* testers.

- Keep moving while breaching! The range check on breaching only applies to initiating a chip connection—once the connection has been established you can move freely (that is, into cover) and perform other actions (such as shooting, reloading, etc.). This is particularly important when healing and rebooting team mates! Drive-by reboots and heals are a key to success!
- Heal, heal, and *heal* ! Keeping your fellow Agents up and running is the key to success. Keep an eye on the health status of your fellow Agents.
- Running out blindly to try and reboot another Agent of the team might end up getting you killed. Personal safety should come first.
- Sticking together and working is essential.
- You can never have too much ammo. Stock on ammo crates frequently. They are available in all gates as well as additional locations in some missions.
- The more Agents connect to a breach, the faster it will be completed.
- Observe Agents and their abilities. Taking on the wrong Agent first can result in mission failure.
- Breach enemy grenades for points and to stock up your own supply.
- Hanging on to your sidearm is of advantage when on a mission that calls for stealing new technology or commodities.
- The Riot Lance can be deadly when combined with close-quarters melee takedowns! Stun your enemy and then take them down!
- If you are not the world's most accurate shot, you can still be of immense use to your team. Try hanging back and supporting your team with a heal or reboot and other beneficial applications.
- A good tactic against Riot shield Police is to have one teammate flank them. This will expose their backs to at least part of the team.
- The DART overlay gives you a huge tactical advantage over your enemies. It can be used to outsmart and flank enemies, locate mission objectives, and find team members.
- If you are getting overwhelmed, think, backtrack, regroup, heal, and use DART overlay to plan a new approach.
- If you find your vision is distorted and you are unable to breach or use applications it means an ECM unit is close. Use DART overlay to find them and eliminate them before enemies exploit your temporary weakness.
- When facing opposing Agents, it pays off to pay attention to their loadout, both their applications and weapons, and to formulate an appropriate takedown strategy.
- When an enemy Agent is down, either rip his chip or ensure that you and your team members breach his chip to cause a self-destruct—if this is not done the opposing Agent can be rebooted by his team members.
- Remember the damage boost received from using DART overlay. This comes in particularly handy when using weapons with a high rate of fire, such as the UMK.
- Stun weapons like the Riot Lance and the Electron Mace will cause Riot shield Police to drop their shields.
- When facing opponents that use stun weapons, sticking with your team is imperative.
- Remember that you can save (and rename) up to three different loadouts. Make use of these to create presets for different roles. Team member's loadouts are visible in the lobby, so you can quickly change to make sure you pick one that compliments the rest of the team.
- Both the Kusanagi assault rifle and the sniper rifle can fire through riot shields when they have the wall-penetration upgrade.
- After taking down an Agent, it might be safer to breach his chip to activate the self-destruct. Chip-ripping him might be tempting, but it can also put you into the line of fire of remaining enemies.



The Co-Op Game

# Western Europe

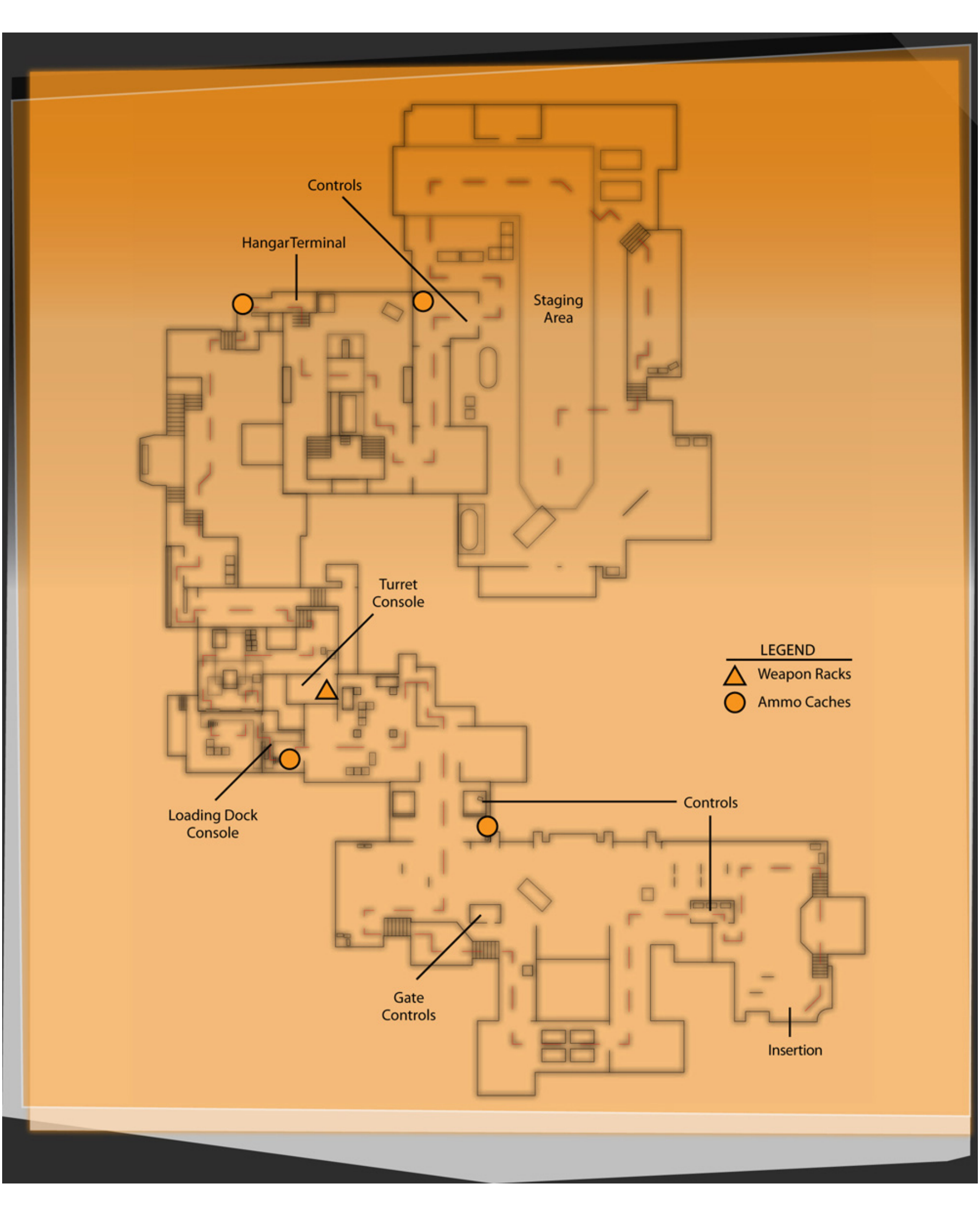
## /Intel

**Location:** Saint Denis Downzone, Western Europe, 2069
**Codename:** Mercenary Camp
**Suggested Number of Agents:** 4

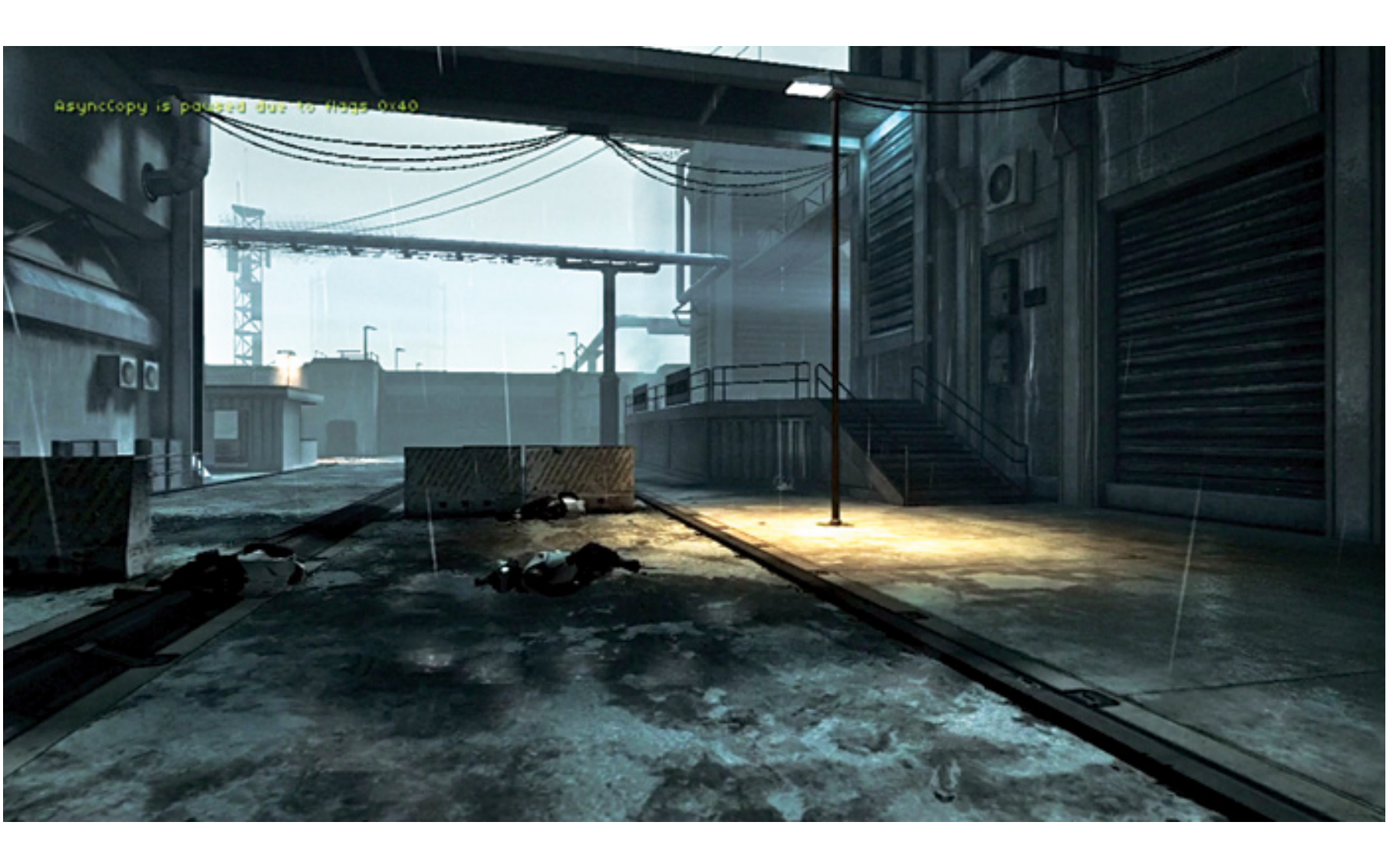
## /Executive

Agents, the Cayman Global Syndicate is trying to steal shares from our Western Europe market. They are setting up military bases to enforce their position.

This is not acceptable and we need to teach them a lesson. We are deploying you outside of their main base in the area and your orders are to eliminate their commanding officer, Colonel Gabron.

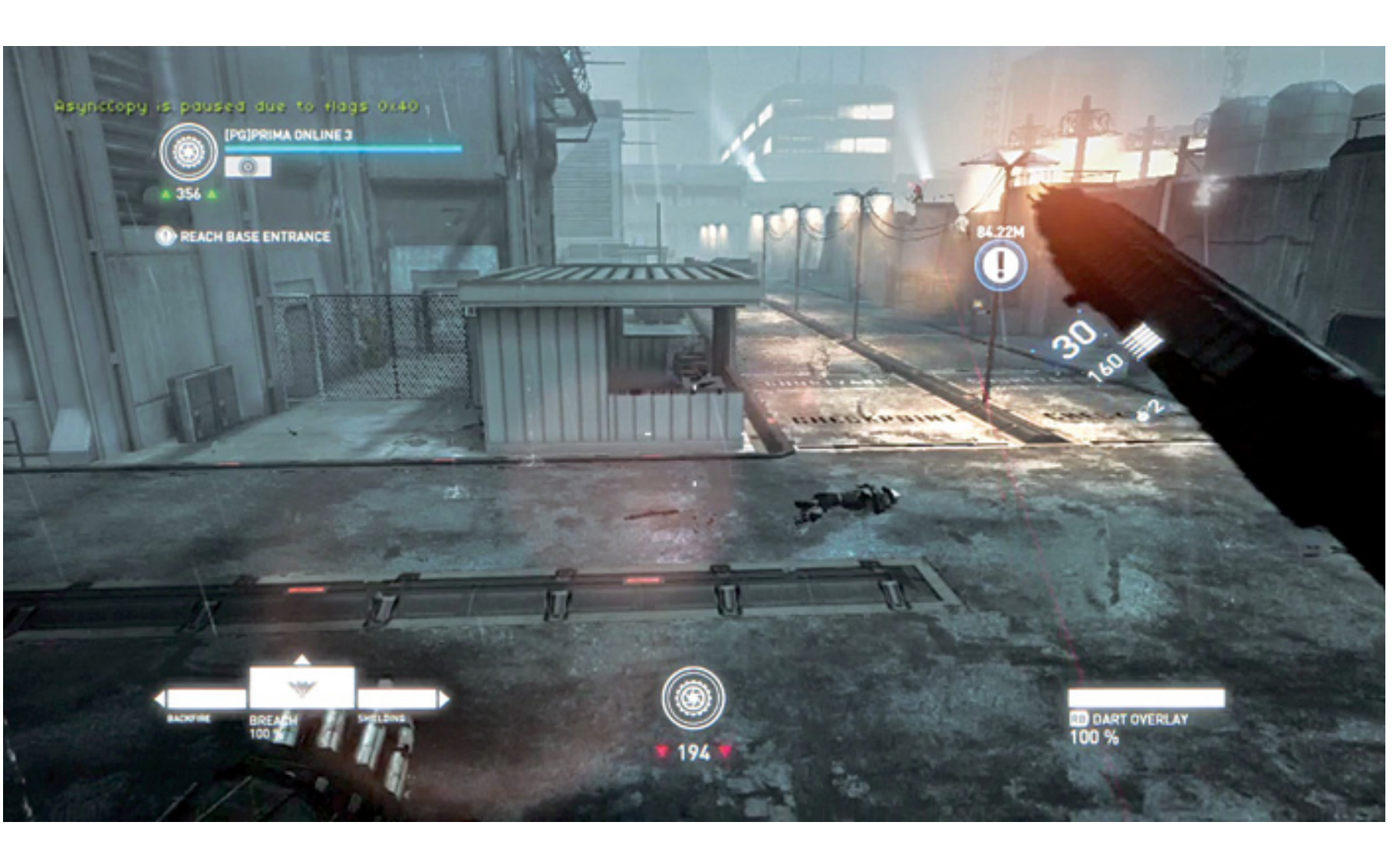

Controls
HangarTerminal
Staging Area
Turret Console
Loading Dock Console
Controls
Gate Controls
Insertion
LEGEND
Weapon Racks
Ammo Caches

### Reach Entrance


AsyncCopy is paused due to flags 0x40

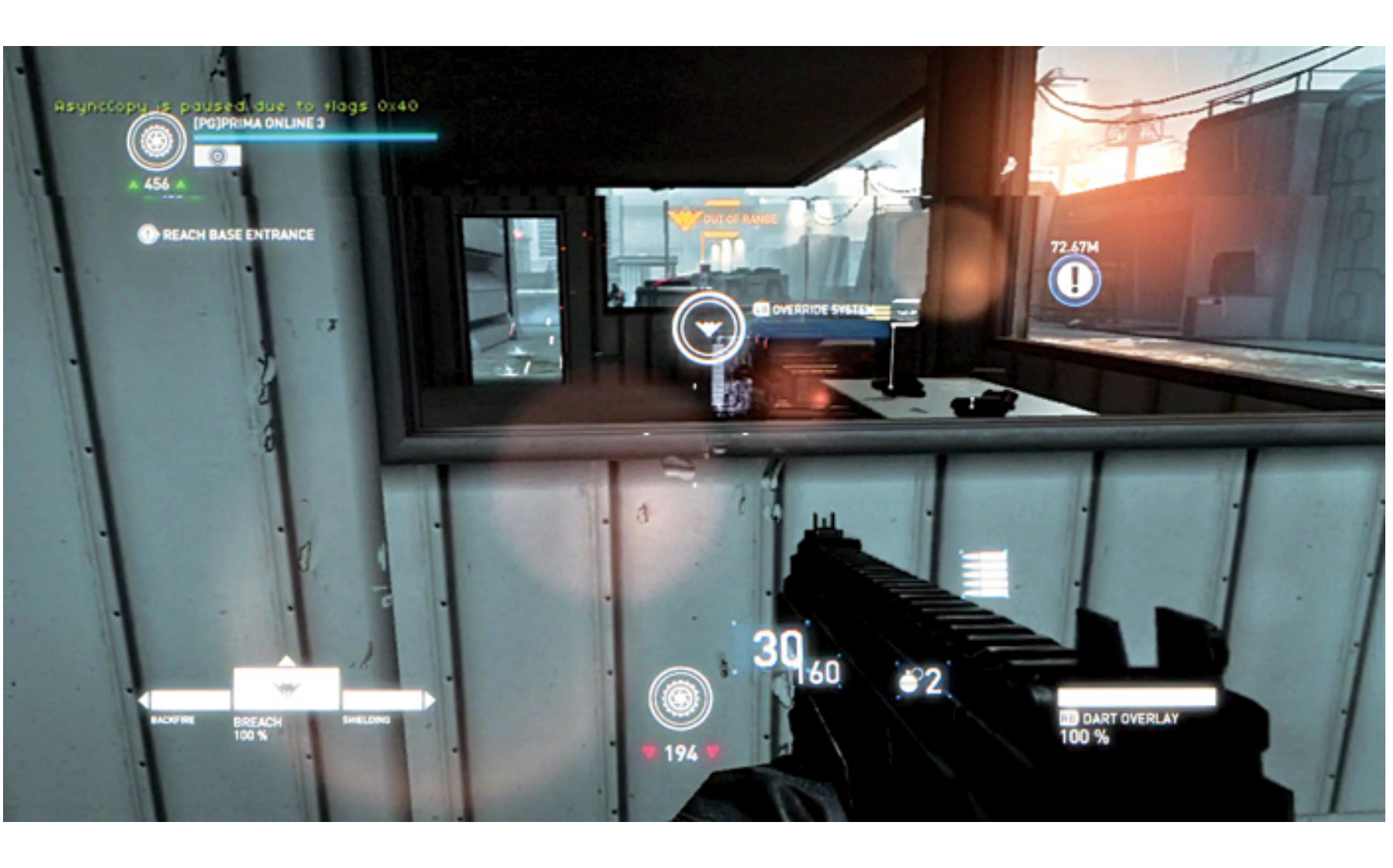
As soon as your APC comes to a stop, hop out and rush forward to take cover behind two concrete barricades. There are some enemies ahead on the platform on the right side.

The support and defensive players should take them out with long range fire. The turret on the APC also provides support fire.


[PG]PRIMA ONLINE 3
REACH BASE ENTRANCE
84.22M
30
160
BREACH
100 %
194
DART OVERLAY
100 %

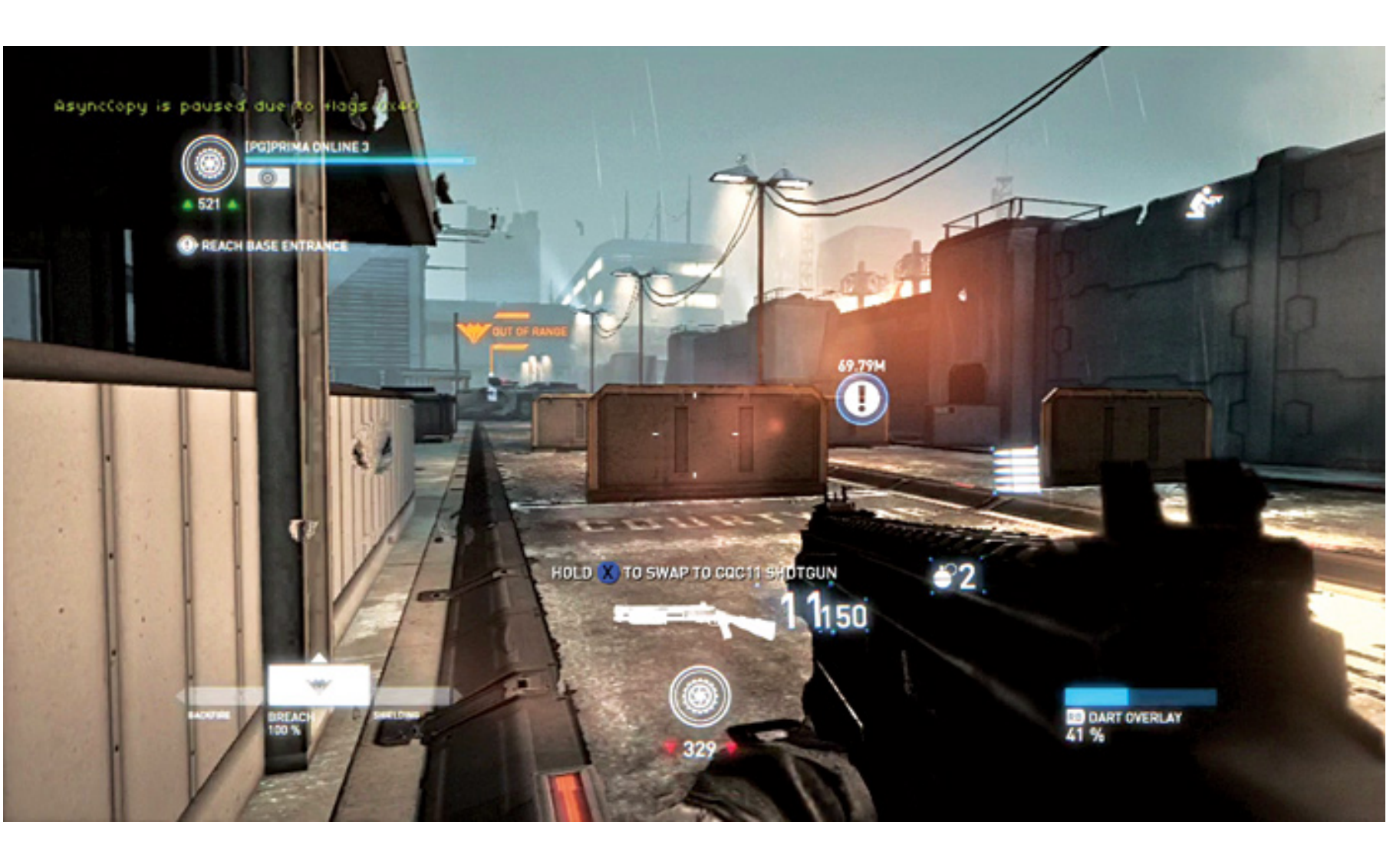
Once the platform is clear, the support and defensive players should move up onto the platform and take cover behind the railing shields.

From here they can engage enemies at long range and support the offensive players. Pay close attention to the enemy snipers up on the wall.


[PG]PRIMA ONLINE 3
REACH BASE ENTRANCE
72.67M
OVERRIDE SYSTEM
30
160
2
BREACH
100 %
194
DART OVERLAY
100 %

Meanwhile, the offensive players should move forward toward the shack. Breach the controls inside to raise a series of concrete barriers out in the road to the right.

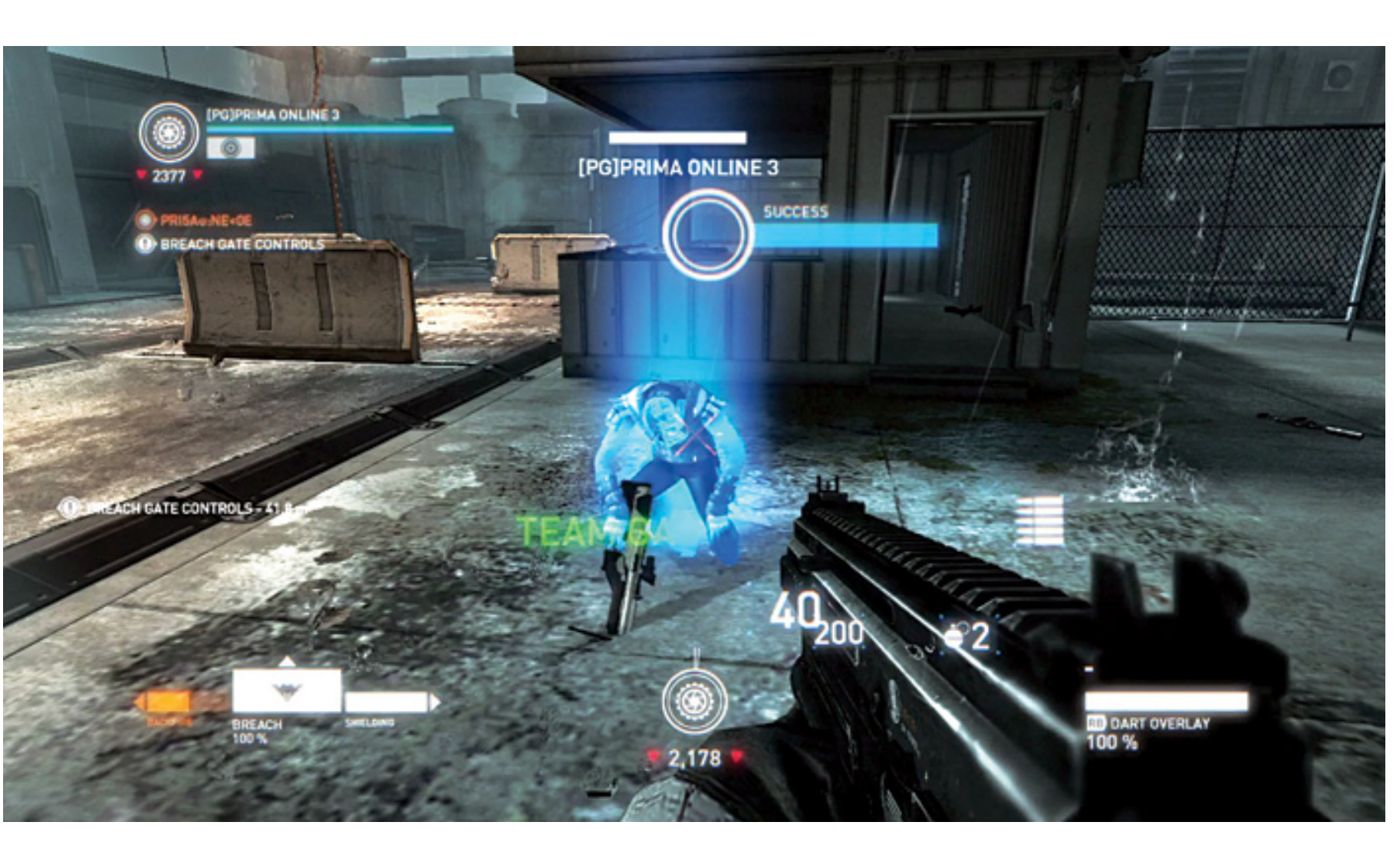
You can then use these for cover as you advance. Stick together so that you can heal and support one another.


[PG]PRIMA ONLINE 3
REACH BASE ENTRANCE
OUT OF RANGE
69.79M
HOLD X TO SWAP TO CGC11 SHOTGUN
11
50
2
329
DART OVERLAY
41 %

An enemy APC rolls into position near the end of the road and its turret opens fire on you as you approach. Quickly rush from cover to cover to advance down the road.

The DART overlay helps you see enemies that might also be using cover to hide from you.

### Breach Gate Controls


[PG]PRIMA ONLINE 3
BREACH GATE CONTROLS
[PG]PRIMA ONLINE 3
SUCCESS
TEAMMATE
40
200
2
2,178
DART OVERLAY
100 %

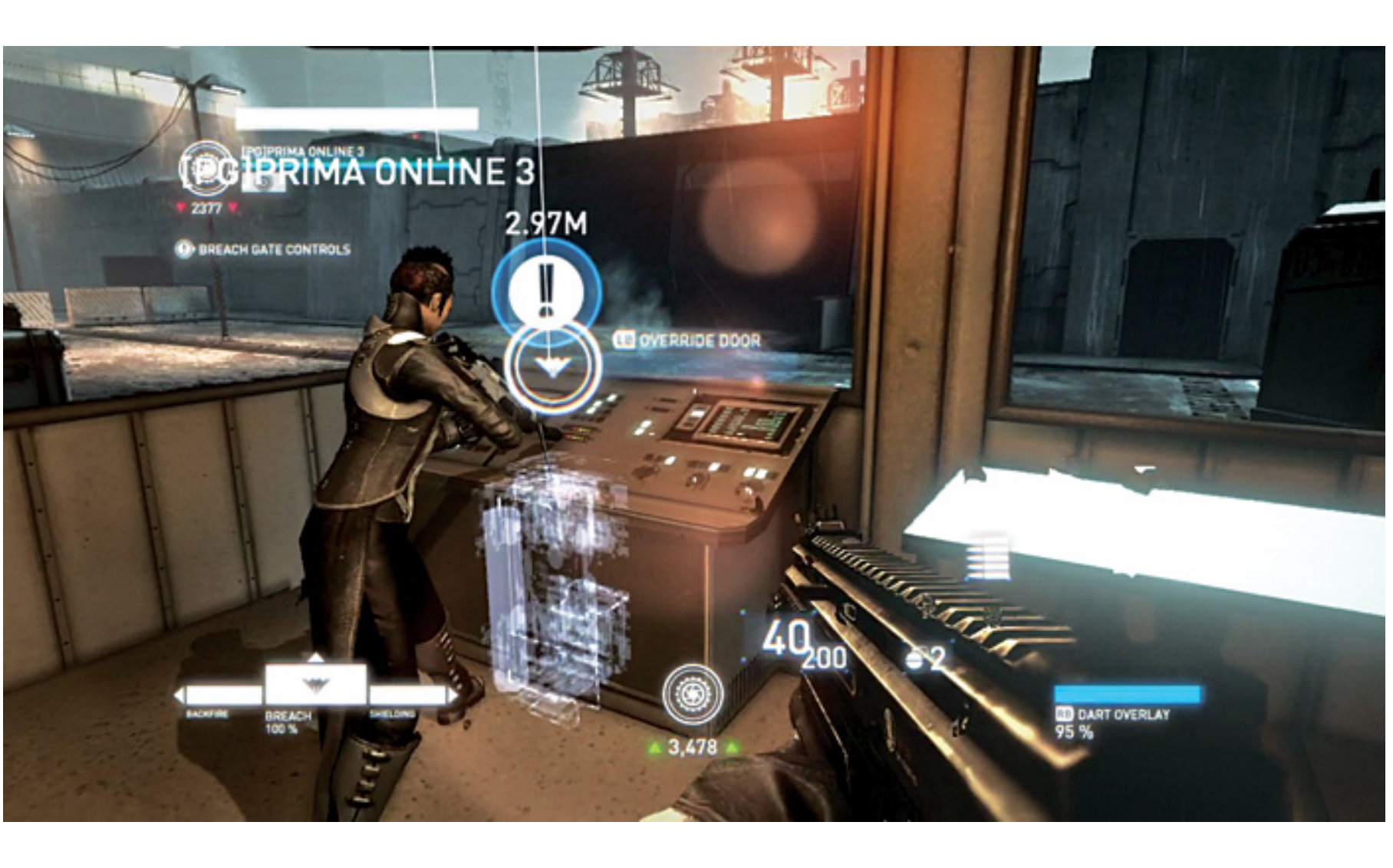
If one of your team loses all of their health, you can reboot them and bring them back into the fight. You can also heal them to prevent them from going down in the first place.

It is a good idea to constantly heal one another once you get behind cover or even while the other player is running to the next cover. As you advance, look for an alley off to the left.

Move through this alley to come around and approach the APC from the side. Get in close while taking cover behind a barricade and breach the turret to stop it from firing.

**Tip**

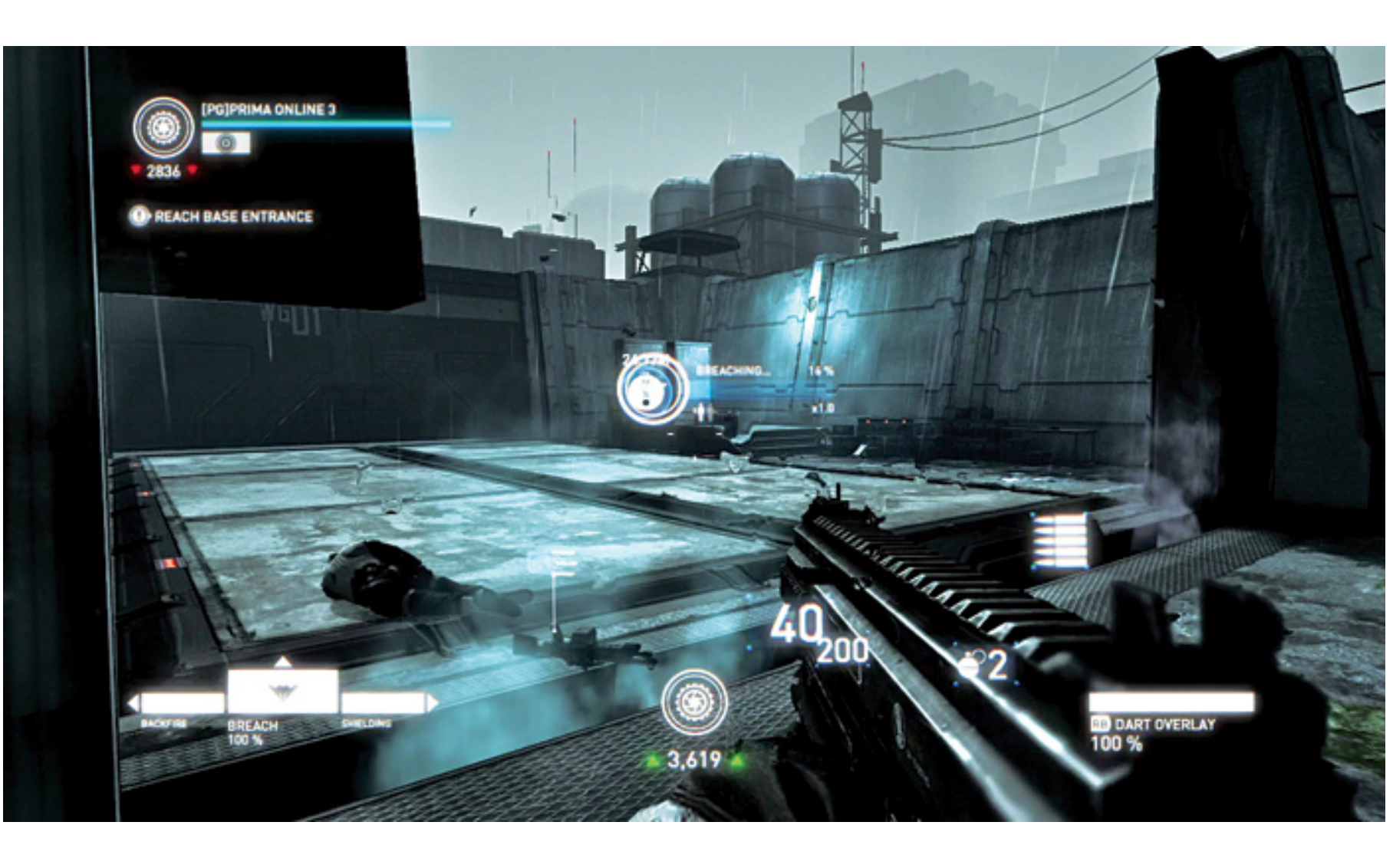
If you ever see the "Last Man Standing" message, quickly reboot your team. If you go down as well while you are the last one, the mission ends in failure.


[PG]PRIMA ONLINE 3
BREACH GATE CONTROLS
2.97M
OVERRIDE DOOR
40
200
2
3,478
DART OVERLAY
95 %

Once you have cleared out the road, assemble the team by the shack. Place the defensive player and support player on the platform to engage enemies who emerge when the gate is opened.

Then breach the gate controls to open the gate. Kill all of the enemies.

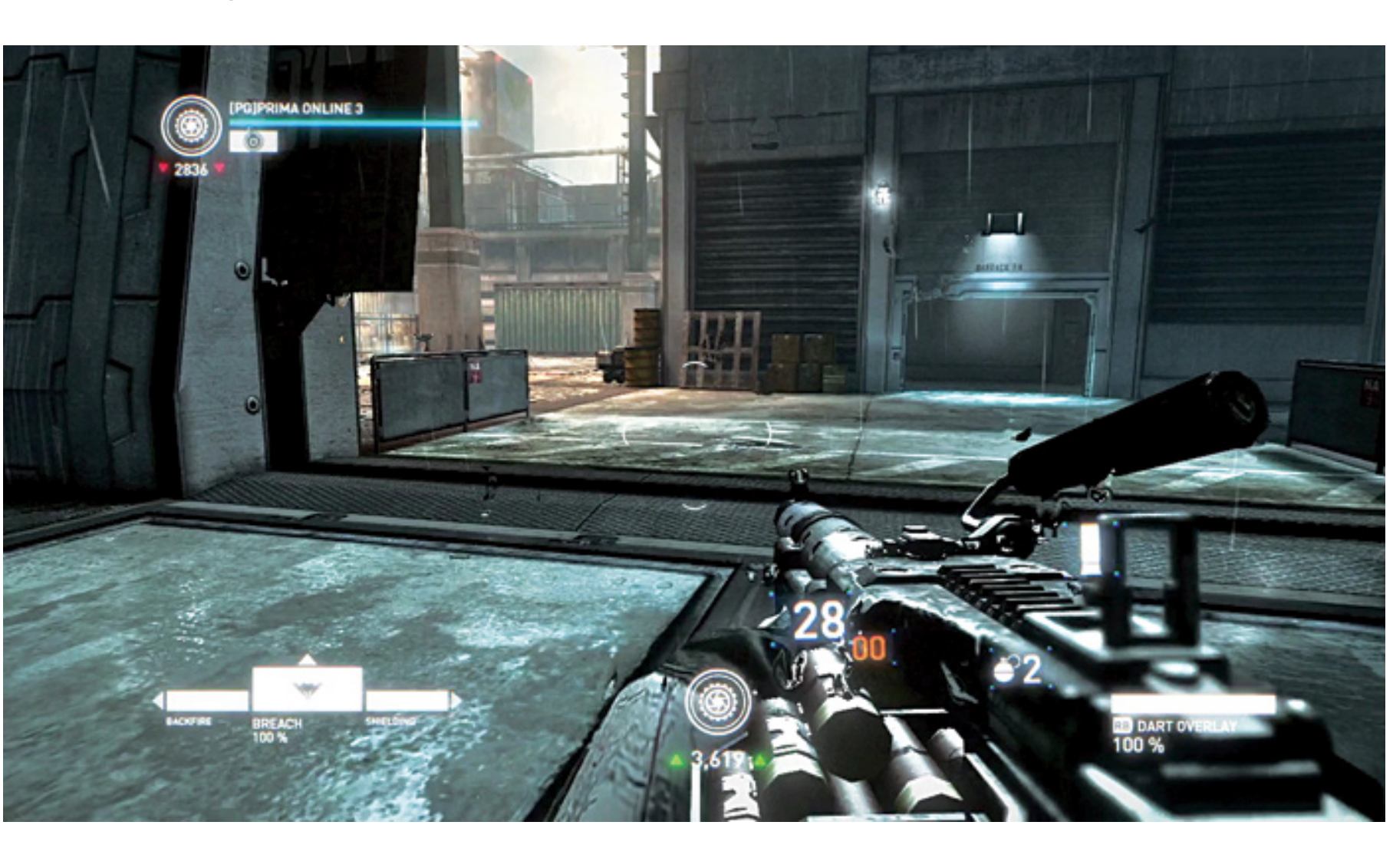
### Reach Base Entrance


[PG]PRIMA ONLINE 3
2836
REACH BASE ENTRANCE
BREACHING...
40
200
2
3,619
DART OVERLAY
100 %

Move through the gate and breach the controls to open another gate leading into the base itself. An ammo cache is next to the controls, so stock up on some ammo.

Once the entire team is near the entrance get, it opens so you can continue.

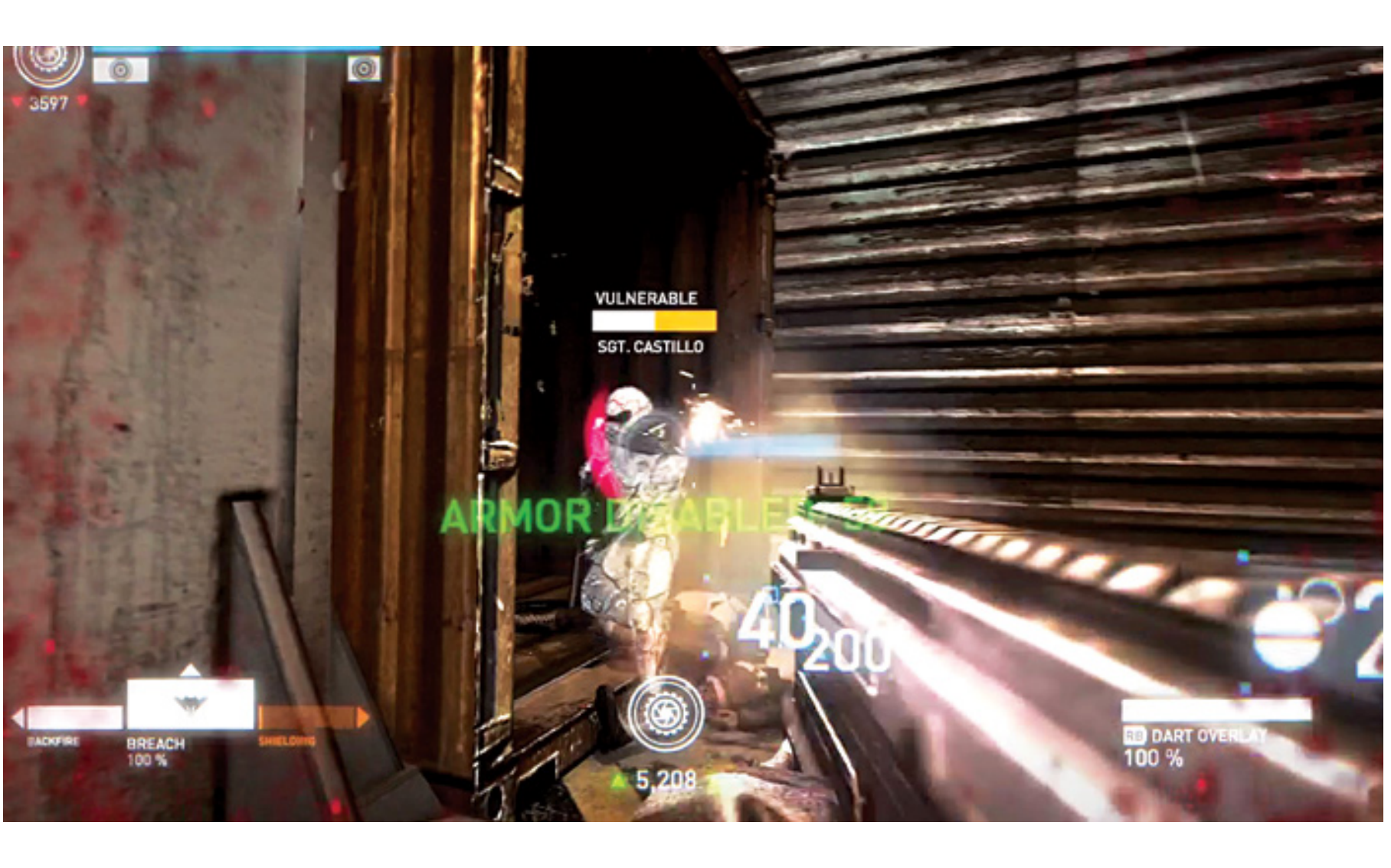
### Breach Loading Dock Console


[PG]PRIMA ONLINE 3
2836
28
2
3,619
DART OVERLAY
100 %

As the gate open, move into the base. The defensive and support players can take cover behind the barricades by the gate.

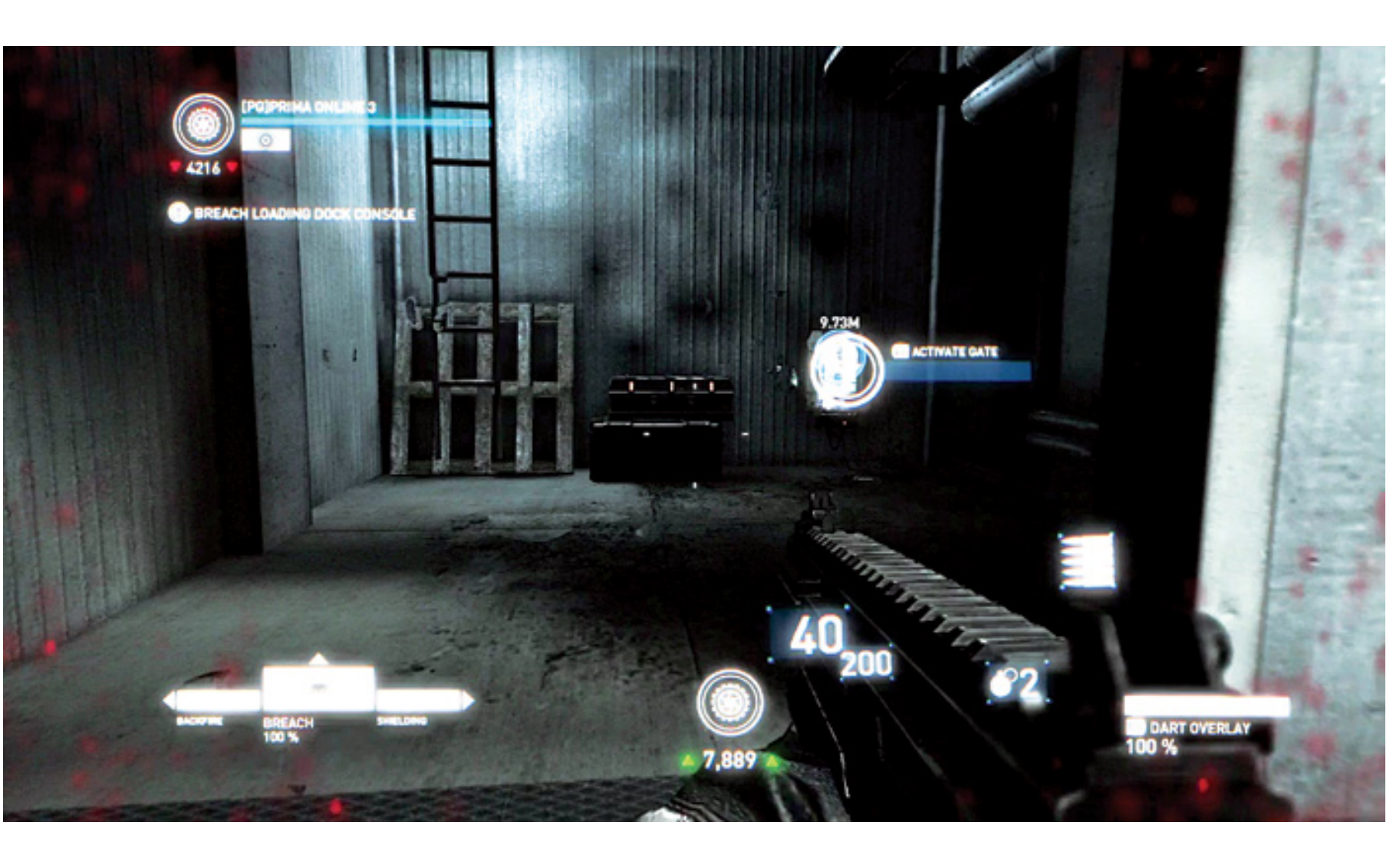
From there, they can engage enemies out in the open and up on higher levels. Meanwhile, the offensive players should rush into the building.

There they can deal with the enemies trying to flank the other two players and then they can begin moving through empty shipping containers to flank the enemies.


3597
VULNERABLE
SGT. CASTILLO
ARMOR DISABLED
40
200
5,208
DART OVERLAY
100 %

A sergeant with liquid armor drops into the fight. The offensive players must breach his armor and then lure him out to where the rest of the team can add their firepower to help defeat him.

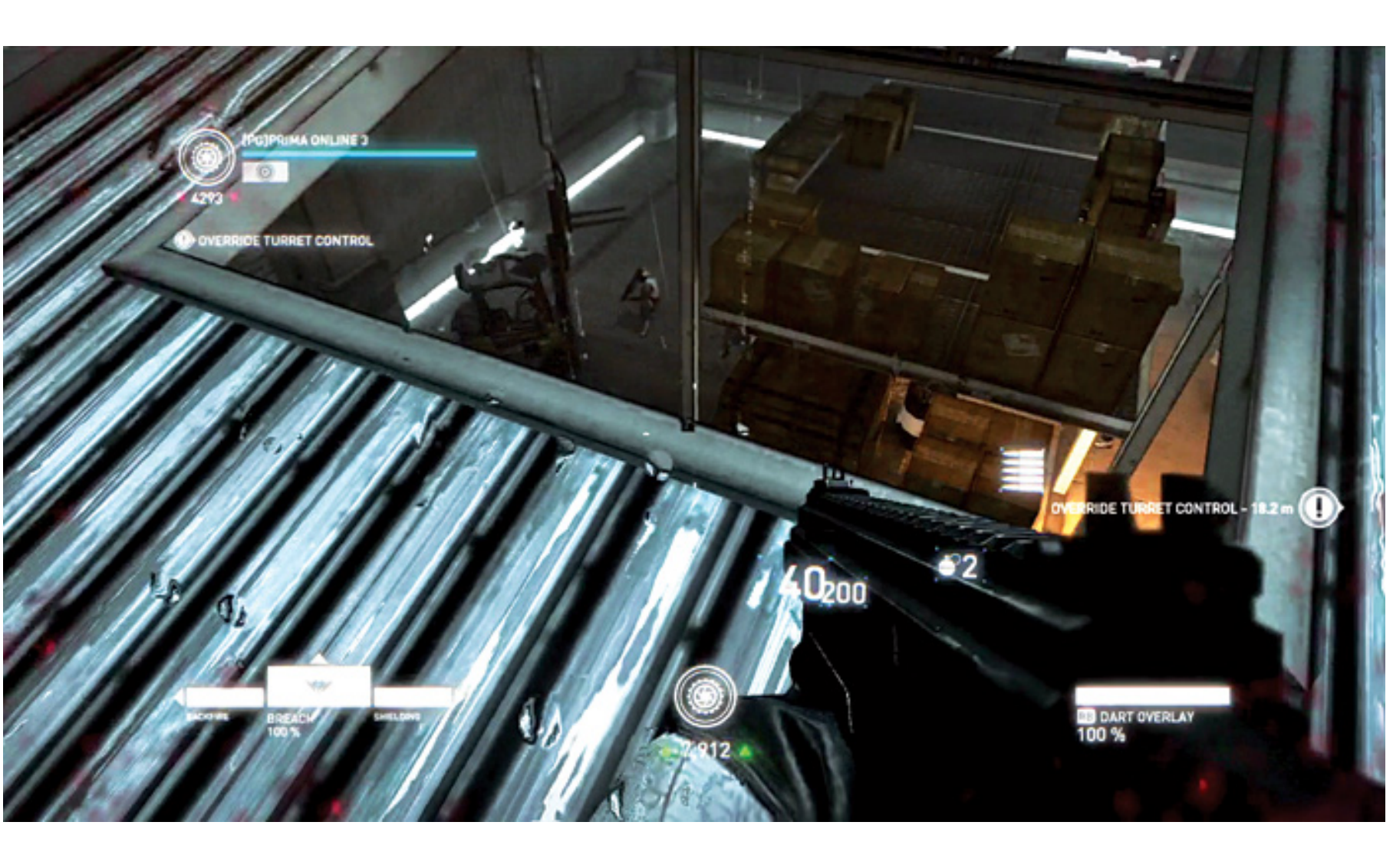
After he goes down, rip his chip.


[PG]PRIMA ONLINE 3
4216
BREACH LOADING DOCK CONSOLE
9.73M
ACTIVATE GATE
40
200
2
7,889
DART OVERLAY
100 %

Once the enemies are cleared from the base entrance, move into the building and breach the console for the loading dock.

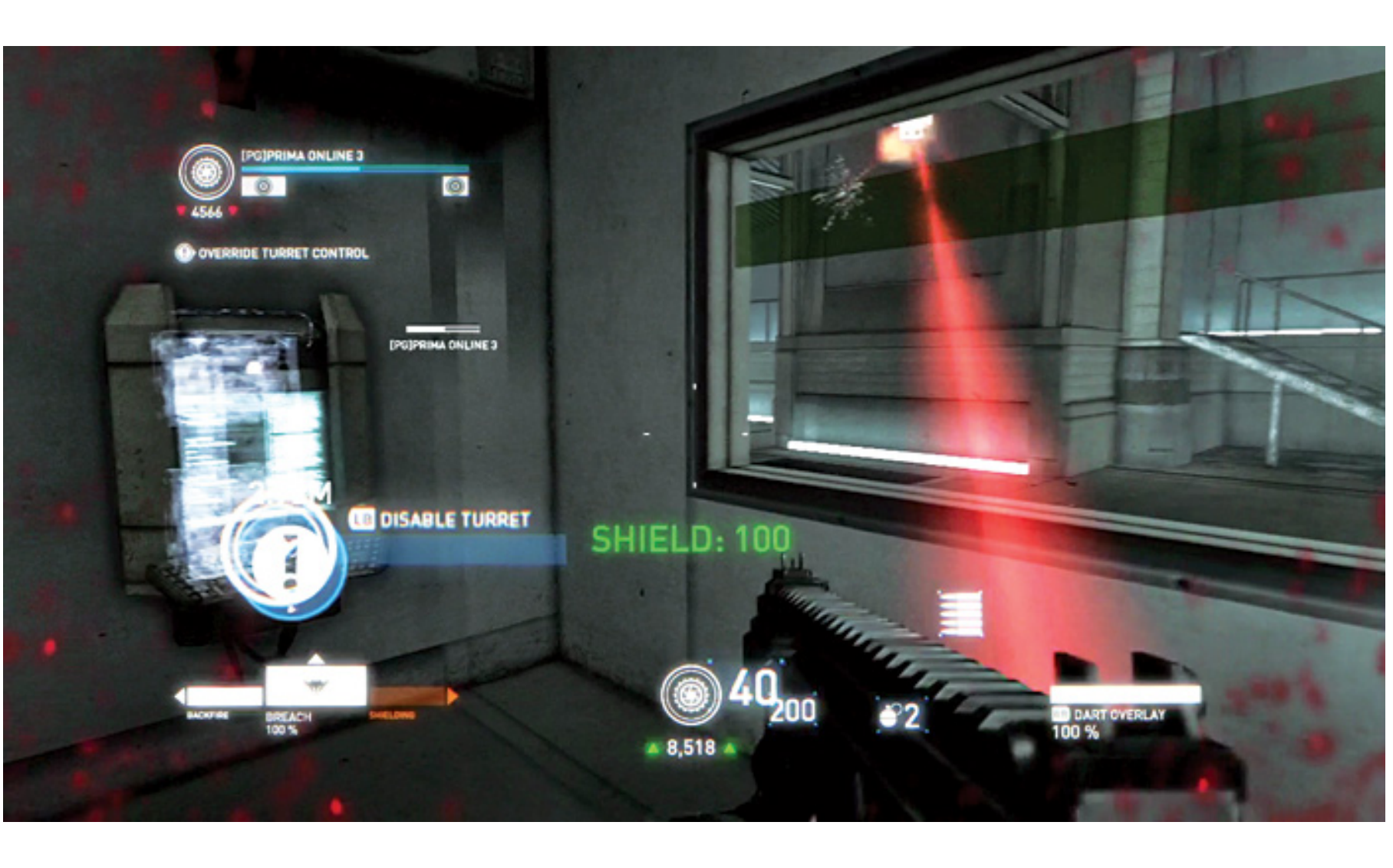
There is an ammo cache near here as well. The console opens a door into the loading dock.

### Override Turret Control


[PG]PRIMA ONLINE 3
OVERRIDE TURRET CONTROL
OVERRIDE TURRET CONTROL
40
200
2
DART OVERLAY
100 %

While the offensive players go through the door, the defensive and support players should climb up the ladder to get up to the roof.

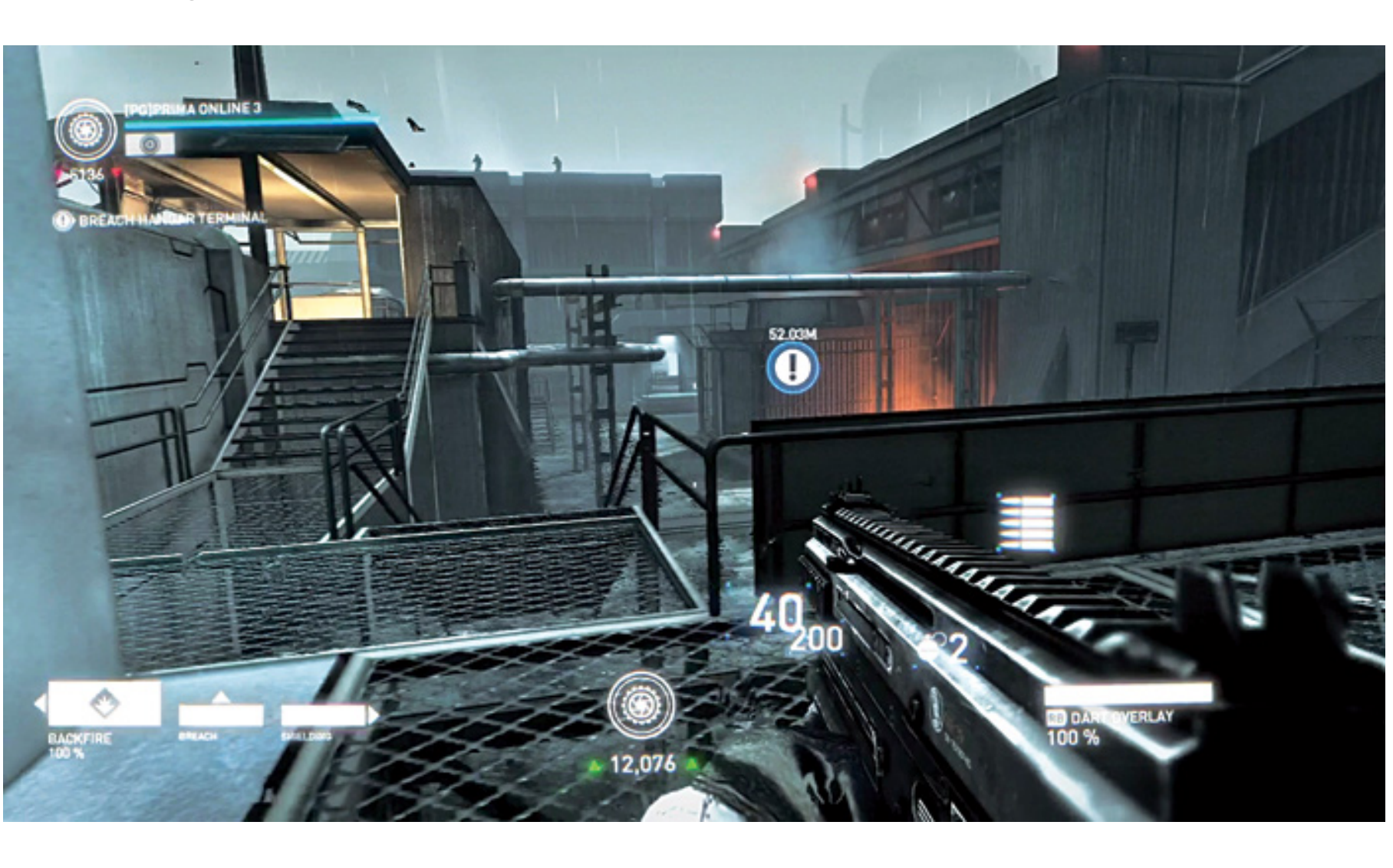
Once there, they can fire down through skylights at the enemies down below.


[PG]PRIMA ONLINE 3
4566
OVERRIDE TURRET CONTROL
[PG]PRIMA ONLINE 3
DISABLE TURRET
SHIELD: 100
40
200
2
8,518
DART OVERLAY
100 %

The offensive players rush into the loading dock at ground level. If you have any Shielding, activate it and rush for the control room with the controls for the turret.

Breach the controls to deactivate the turret. Now all you have to worry about is enemies. There is a weapon rack in the control room where you can swap out your weapon if you wish.

### Breach Hangar Terminal


[PG]PRIMA ONLINE 3
BREACH HANGAR TERMINAL
52.03M
40
200
2
BACKFIRE
100 %
12,076
DART OVERLAY
100 %

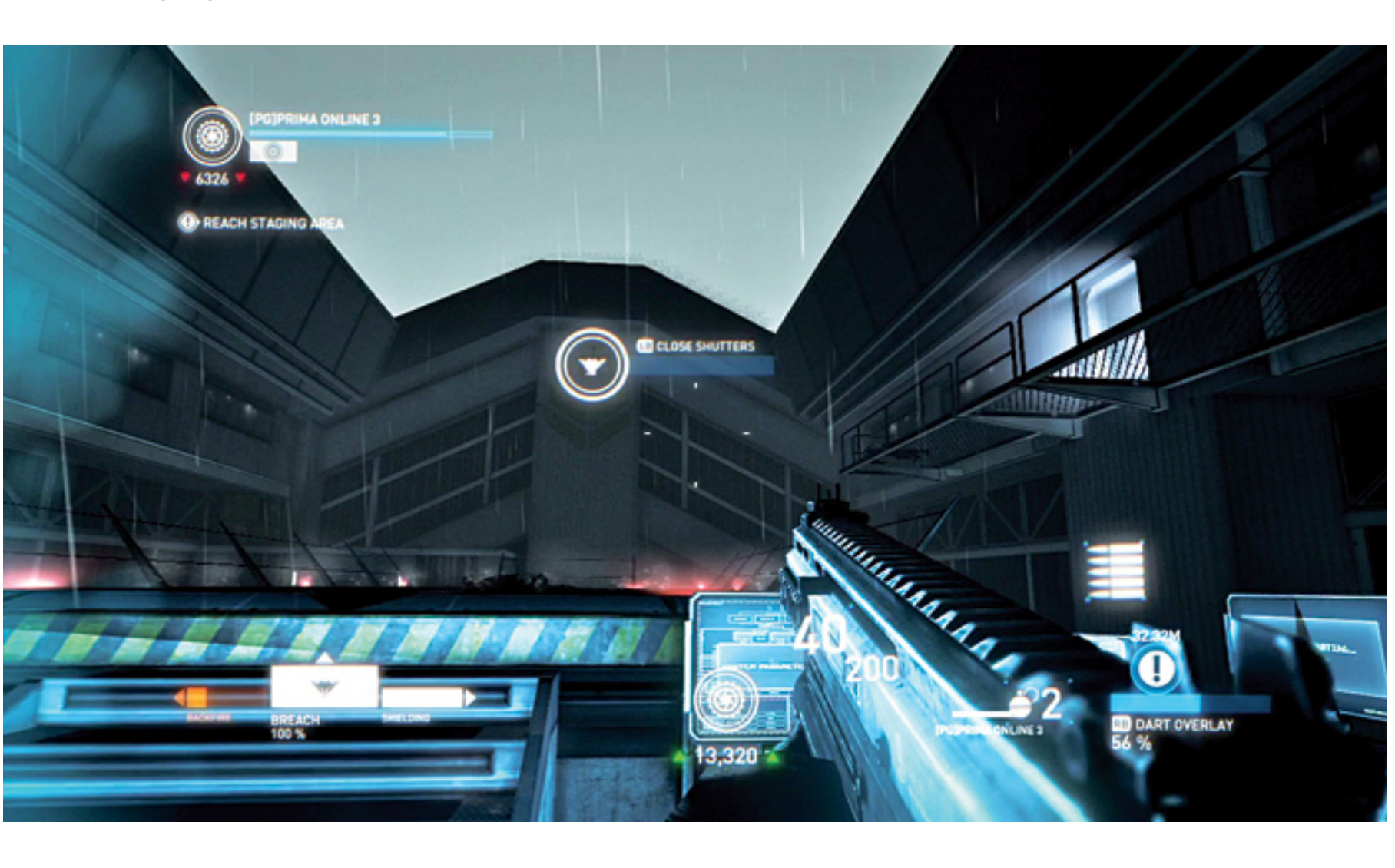
After clearing out the loading dock, assemble the team and then advance through a storage room and out into an open area.

While the support and defensive players take positions by the railing shield and begin sniping at enemies on the rooftops and down below, the offensive players follow the catwalk to the steps and into a small control area.

Continue down some stairs on the other side and help clear out the grounds. Then the entire team can advance into a small room with some ammo on the far side of the area.

Breach the controls to open the door to the hangar.

### Reach Staging Area


[PG]PRIMA ONLINE 3
6326
REACH STAGING AREA
CLOSE SHUTTERS
40
200
2
13,320
DART OVERLAY
56 %

As you open the door to the hangar, be ready to fire. Several enemies are just on the other side. Kill the ones you can see and then move into the hangar area.

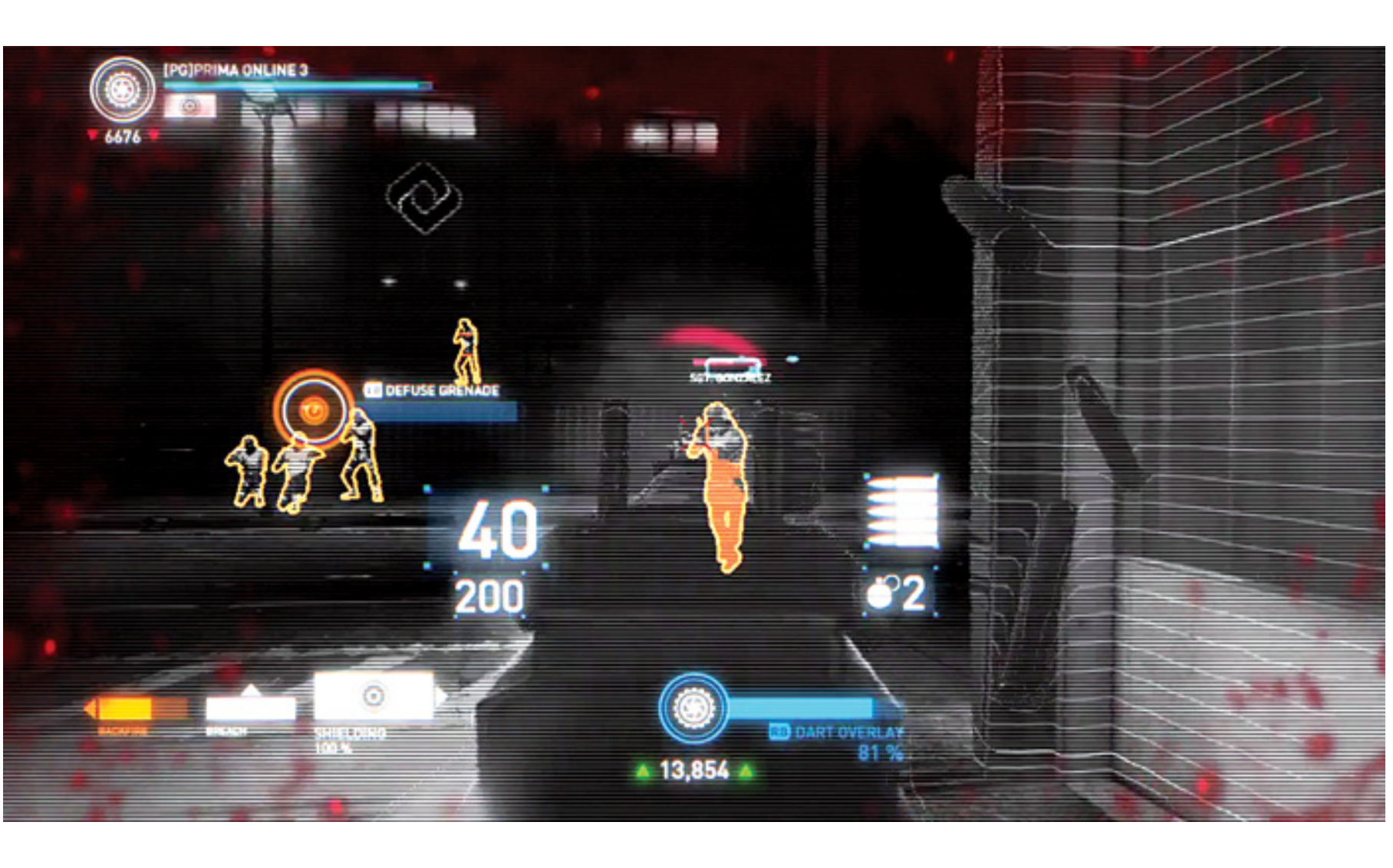
The defensive and support players should begin sniping at enemies on the roof while the offensive players sprint across the area and up the stairs to a platform.

Breach the controls near the rooftop to close the shutters. That prevents enemies on the rooftop from attacking.

Now finish off the enemies inside the hangar and then advance as a team through a passageway off to the side of the hangar.

Reload all of your weapons at the ammo cache, then breach the controls to open the gate.

### Kill Colonel Gabron

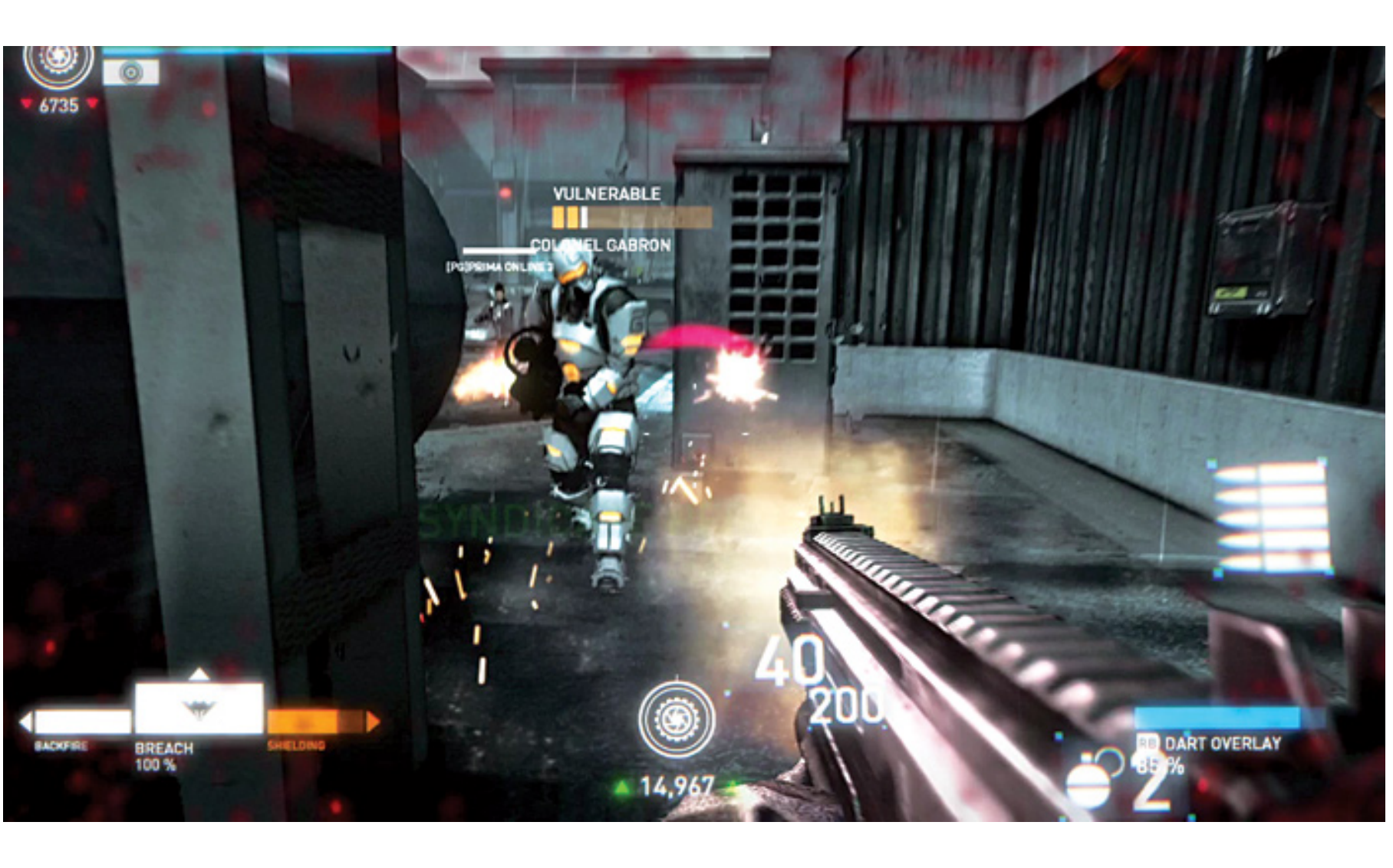

[PG]PRIMA ONLINE 3
6676
DEFUSE GRENADE
40
200
2
SHIELDING
100 %
13,854
DART OVERLAY
81 %

As the gate opens, open fire on the enemies out in the staging area.

Quickly kill as many as possible. When Colonel Gabron emerges with his minigun, take cover.

He is wearing reactive armor that you must breach. However, to get close enough, you would have to cross open ground.

By taking cover, you force the Colonel to come to you and within breaching range.


6735
VULNERABLE
COLONEL GABRON
40
200
BREACH
100 %
14,967
DART OVERLAY
2

After you have breached the Colonel's armor, start attacking. Surround the Colonel so that you are hitting him from several directions.

He goes after the closest teammate. The player taking fire should run away or rush behind cover to get healed.

Then, when the Colonel turns on someone else, move back out and start attacking again.

The support and defensive players should take up a position on the platform and snipe at the Colonel or other enemies.

Since these players are at a distance, the Colonel usually ignores them. When the Colonel goes down, move in quickly to rip his chip.

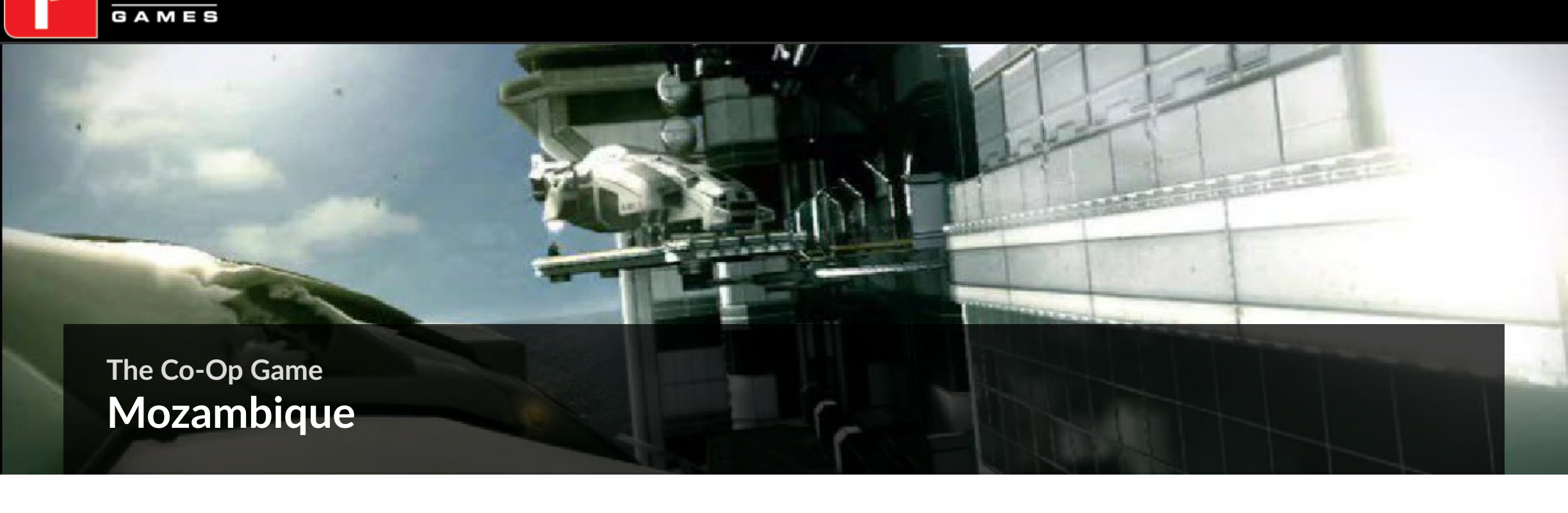
Then pick up the minigun and finish off the remaining enemies to complete the mission.

**Tip**

You can heal your team members while you are firing at enemies at the same time. Heal the player under attack while you shoot the Colonel in the back.

### Tips from the Testers

- In the first section of the mission, breach the console in the control point to raise the cover. It makes advancing up the street less deadly.
- It is advisable for at least one Agent to bring a sniper rifle or other long-range weapon to deal with enemies on elevated position.
- Take advantage of elevated positions yourself. If you get the drop on enemies, use this in your favor.
- Picking off enemies from above and at a distance is often preferable to close-quarters combat.
- Check your surroundings for breachable objects. Remember to check walls and higher places as well.
- In the final area of the mission it is advisable to use all the space the area offers, and in particular, be aware of cover. A minigun in the face is not very healthy.
- If Gabron proves to be a problem, try making him focus on one Agent, while the others heal and breach Gabron's shields.



The Co-Op Game

# Mozambique

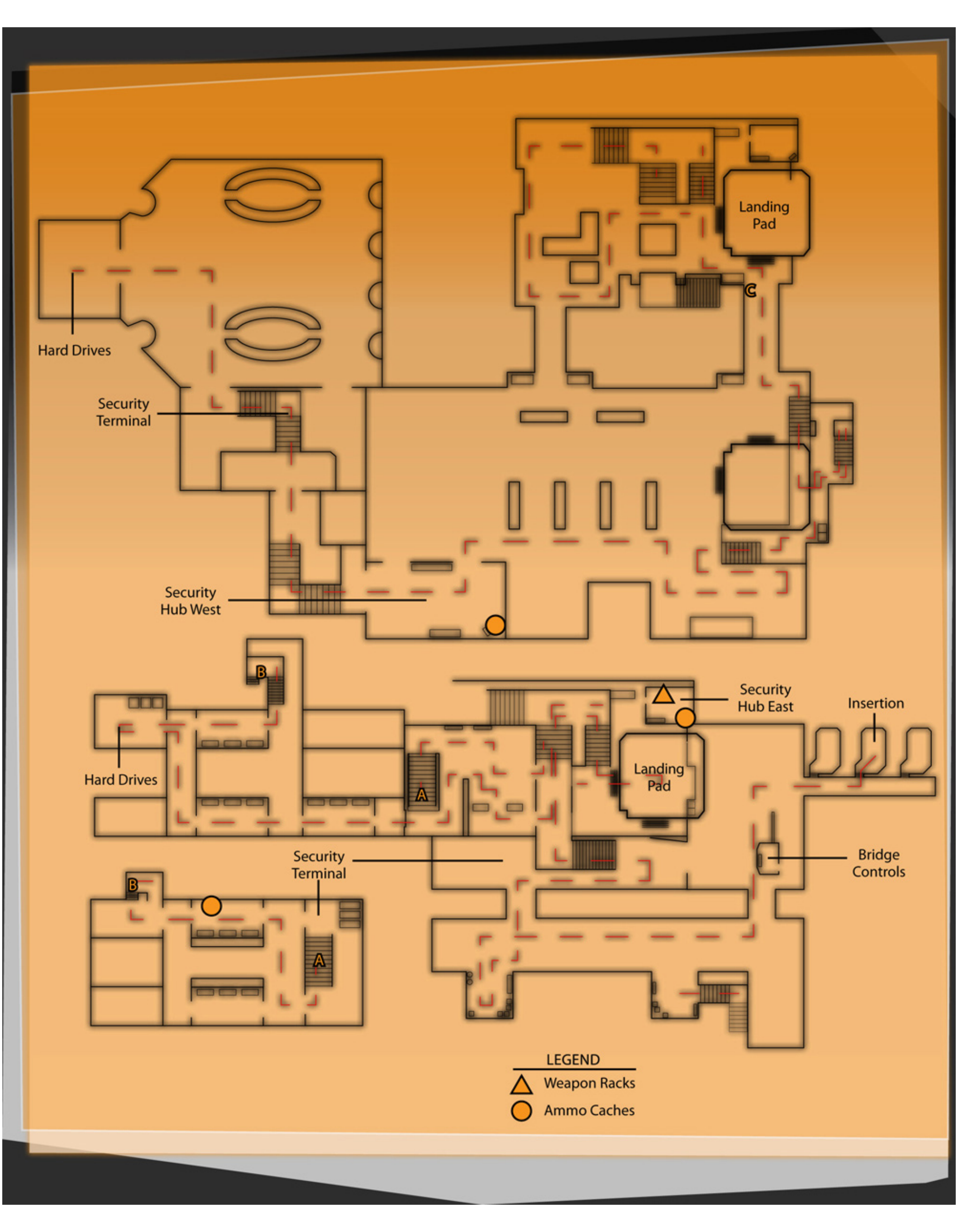
## /Intel

**Location:** Zambezi Delta, Mozambique, 2069
**Codename:** The Alleyway
**Suggested Number of Agents:** 4

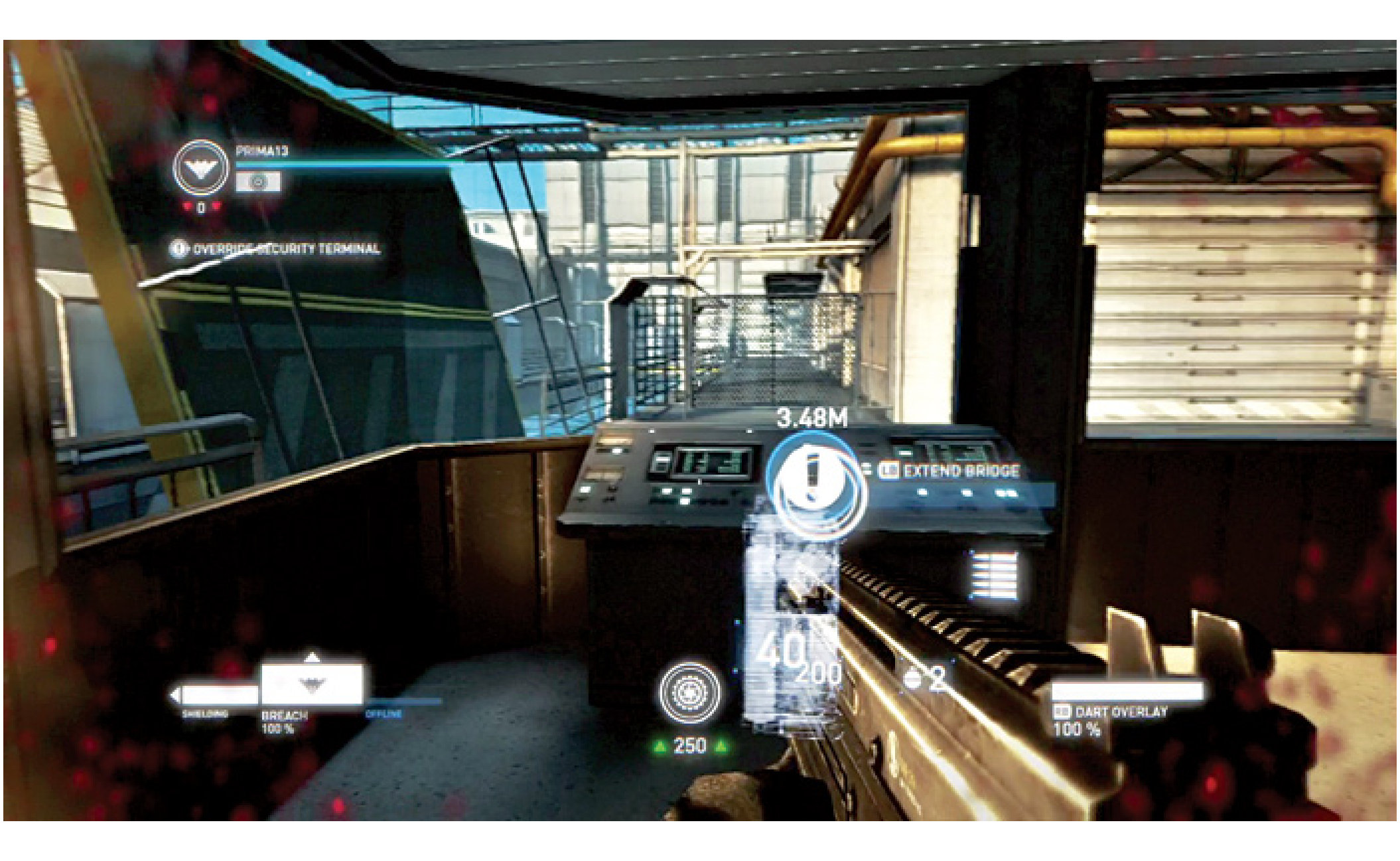
## /Executive

Agents, we have located a secret Cayman Global weapons research facility. The base security is of no concern, but there is a network of military support compounds in the area.

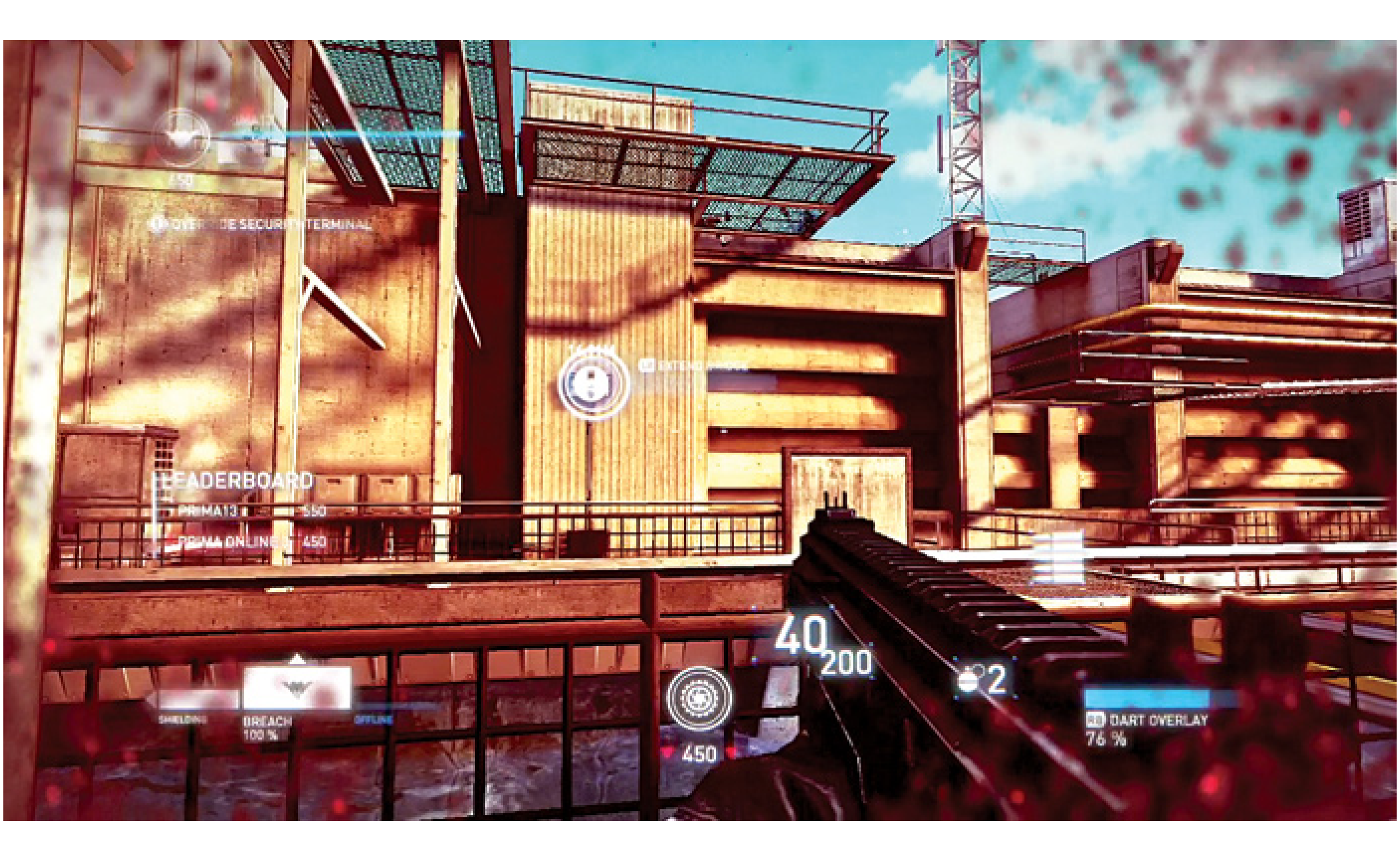
Move in fast, find the hard drives containing their research data, and get out before Cayman Global swarms the area with reinforcements.



### Override Security Terminal



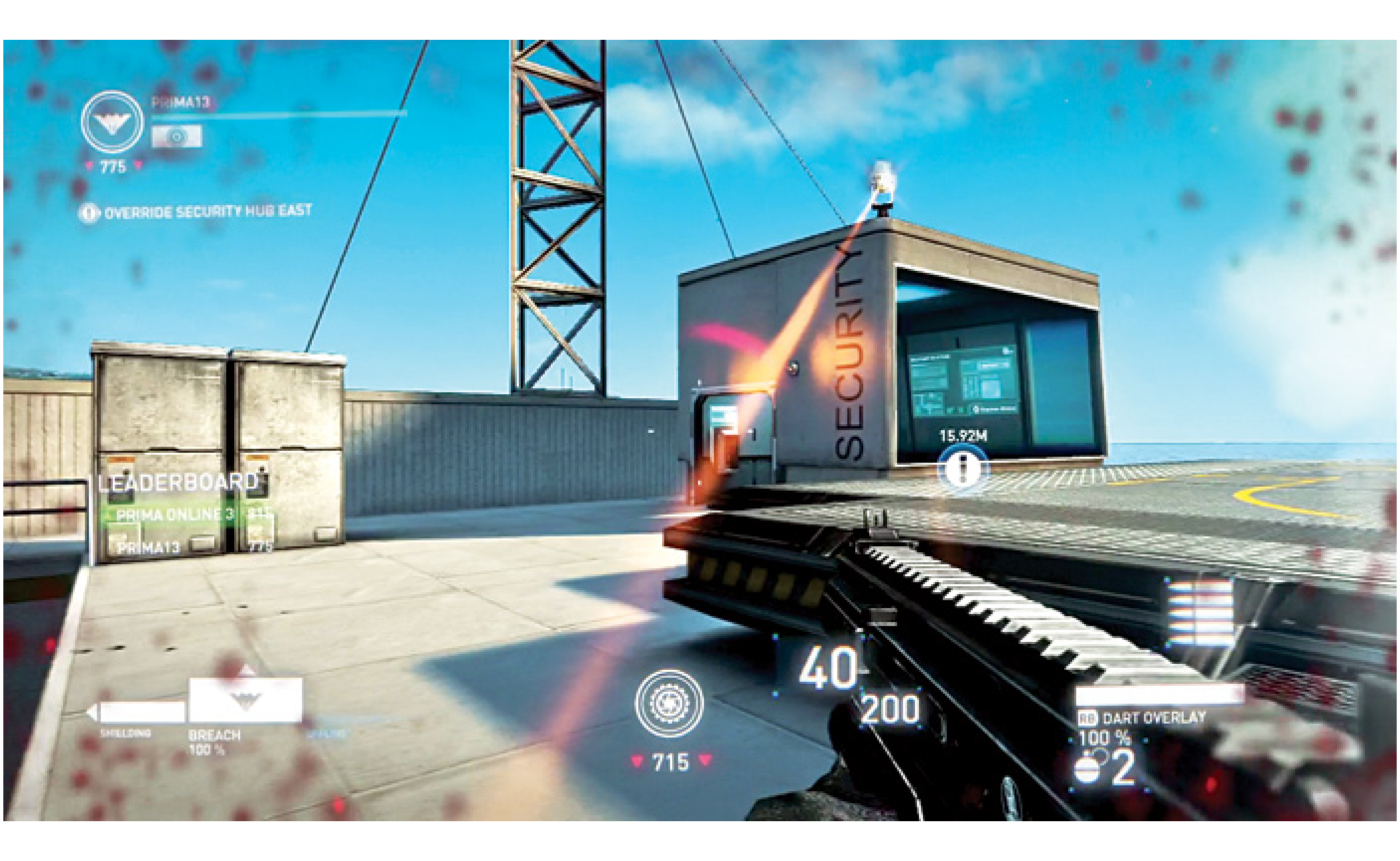
As soon as your dropship touches down on a landing pad, disembark and rush forward along the walkway. Rush forward, killing enemies, and enter the shack. Breach the controls to extend the bridge.



Move across the bridge and head to the right toward a second bridge. Enemies are all over. While your offensive players rush forward, defense and support stay back and pick off enemies up on higher levels.

To get across the second bridge, locate the security terminal on the other side of the water and breach it. This opens a gate and allows you to cross the bridge.

### Override Security Hub East



Climb up some stairs and make your way to the security hub. There is a turret on top. If you have Shielding or C2C Pulse, use this to get into the shack. Another tactic is to have two offensive players rush it at the same time.

The turret can only fire at one player at a time and while one might go down, the other can get into the shack to override the landing platform and shut down the turret.

Then reboot the downed player. There is ammo in the shack as well as a couple of weapon racks.

### Defend the Dropship and Override Security Terminal

Once you control the landing platform, your dropship flies in and lands there for a quicker extraction and to receive the stolen hard drives.

You now have an objective to defend the dropship. If its health drops to 0 percent, you lose your ride home and the mission is over.

Therefore, if it comes under attack, be sure to have two of your team take up defensive positions near the dropship and kill any enemies that get close.

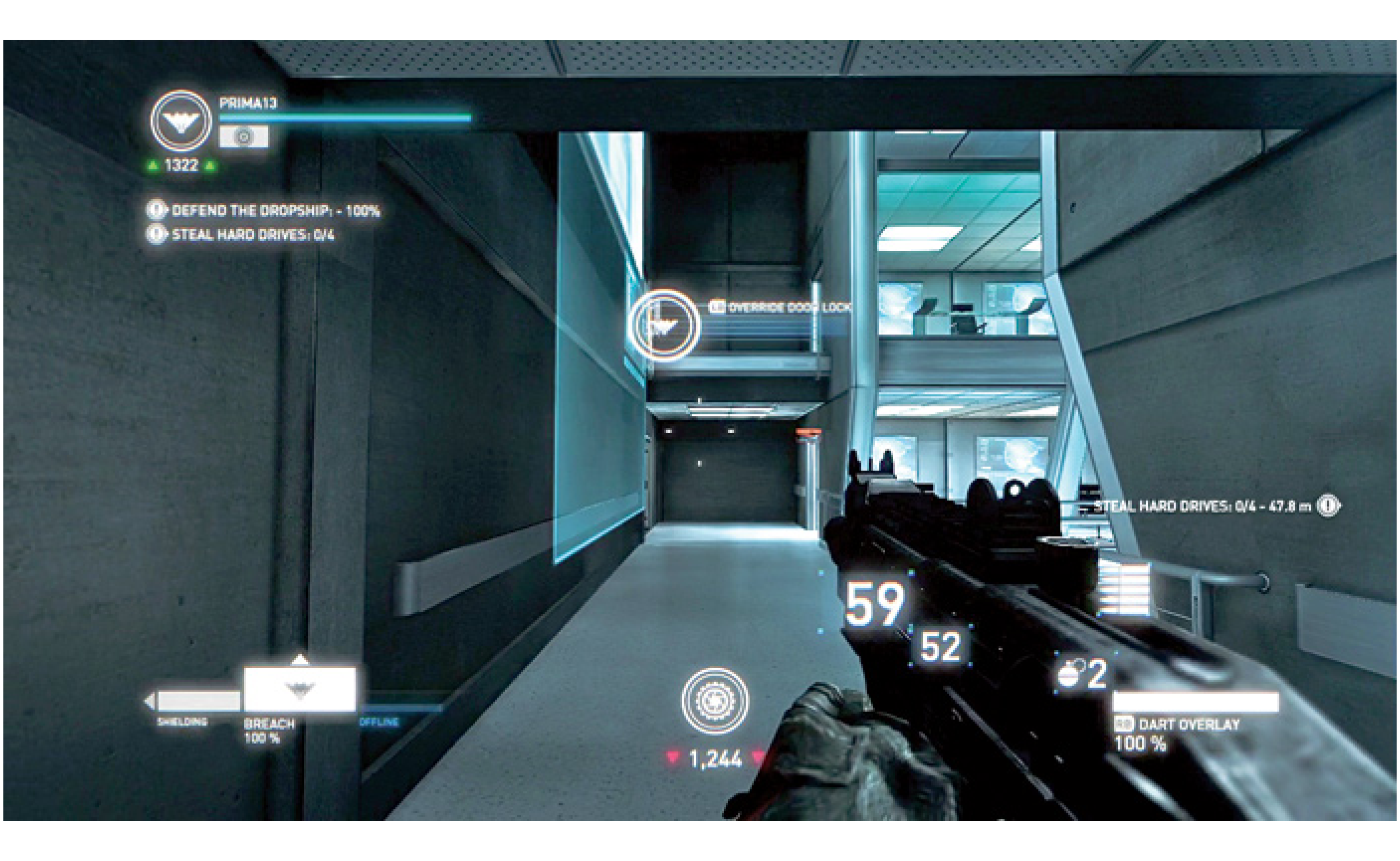
At least two players should now head back down the stairs and into the building. It is usually a good idea to have all four go, but keep track of the dropship's health.

If it starts going down, two players need to get back to the landing pad. Look for UMK submachine guns while you are moving.

There should be several lying around that were dropped by dead enemies. Swap out your handgun for a UMK so you have some heavier firepower while carrying hard drives.

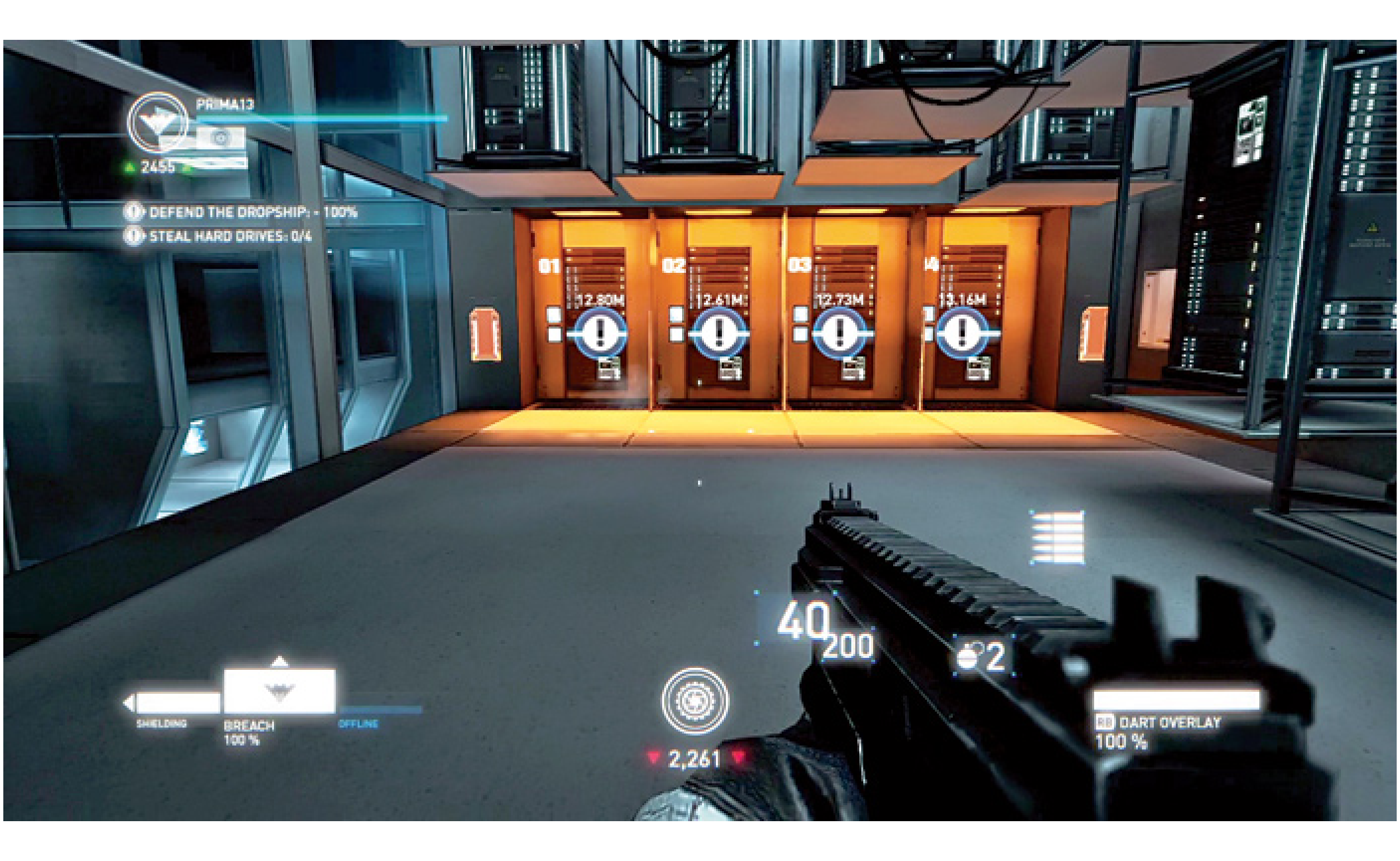
When you reach a locked door, breach the security terminal and advance into the secure area.

### Steal the Four Hard Drives



Once you are in the secure area, look to the left and override the door lock. This allows you to exit the secure area from the upper level and saves you time later.

If all four players are staying together, send two back up the stairs to enter the secure area on the upper floor. Now advance through the secure area, clearing enemies as you go.



Make your way up the stairs at the back of the secure area to the upper floor and continue to the room with the hard drives.

There are four in here. You can either have all four players each take one or have two players carry hard drives while the other two provide covering fire.

While carrying a hard drive, you can only use a handgun or the UMK submachine gun.

As soon as you grab the hard drives, more enemies arrive to try to stop you. Stay on the top floor and exit the secure area.

Carry the hard drives back to the dropship and deliver them. Insert them into the slots at the rear of the dropship.

Once all four are in the dropship, you have completed another objective. However, a Cayman Global dropship drops an officer on a platform on the opposite side of the facility.

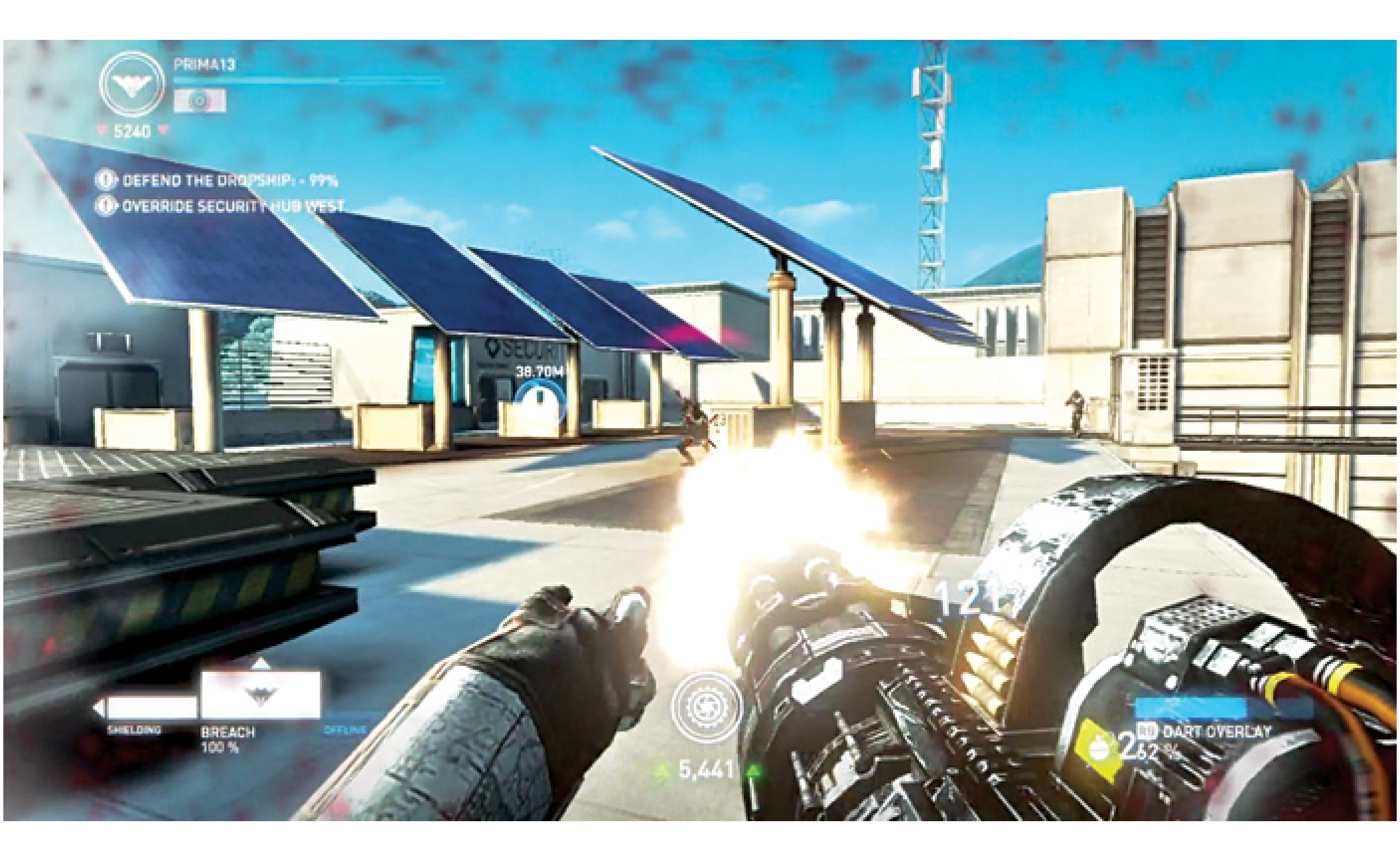
He is armed with a minigun, so take cover. Until you can get close enough to breach his armor, stay behind cover.

Put an offensive player behind some equipment by the bridge to breach the armor as soon as the officer is in range. Then all four players should focus their fire on the officer.

Try to surround him so while the officer is going after one of your team, the rest can move out from cover to shoot. Once he goes down, quickly move in and rip his chip.

During this fight, don't forget to use apps that benefit the entire team such as Squad Heal.

### Override Security Hub West



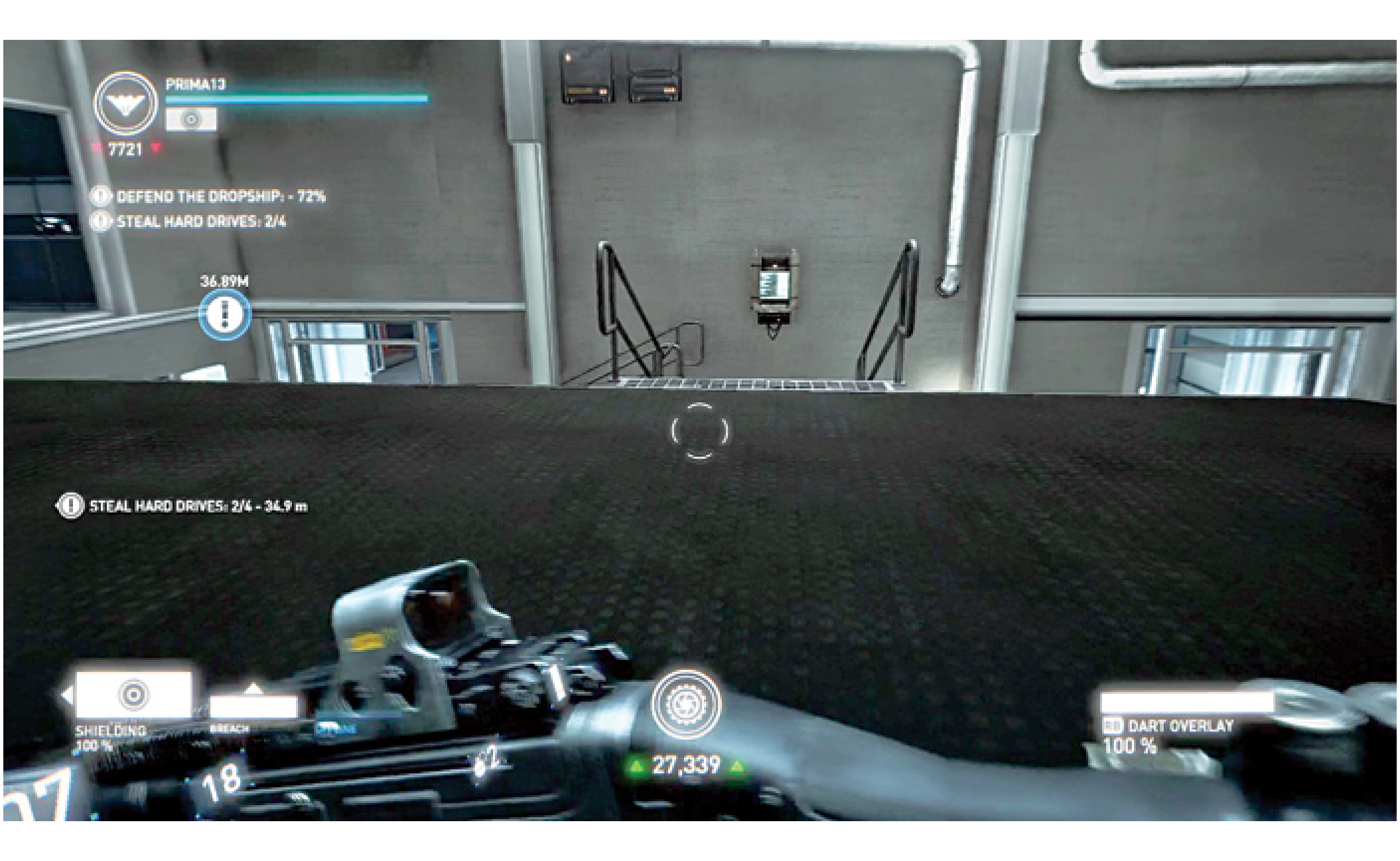
One of the players should grab the officer's minigun and use it until it runs out of ammo. Advance across the bridge and clear out enemies as you move to the security hub on the other side of the facility.

After breaching the controls, a door opens inside the security hub. That leads down to the next objective.

However, before you head through the door, you need to focus on defending the dropship. Cayman Global is dropping off more troops to attack your dropship—including one in armor.

Work together to clear all of the enemies attacking the dropship.

### Override the Security Terminal

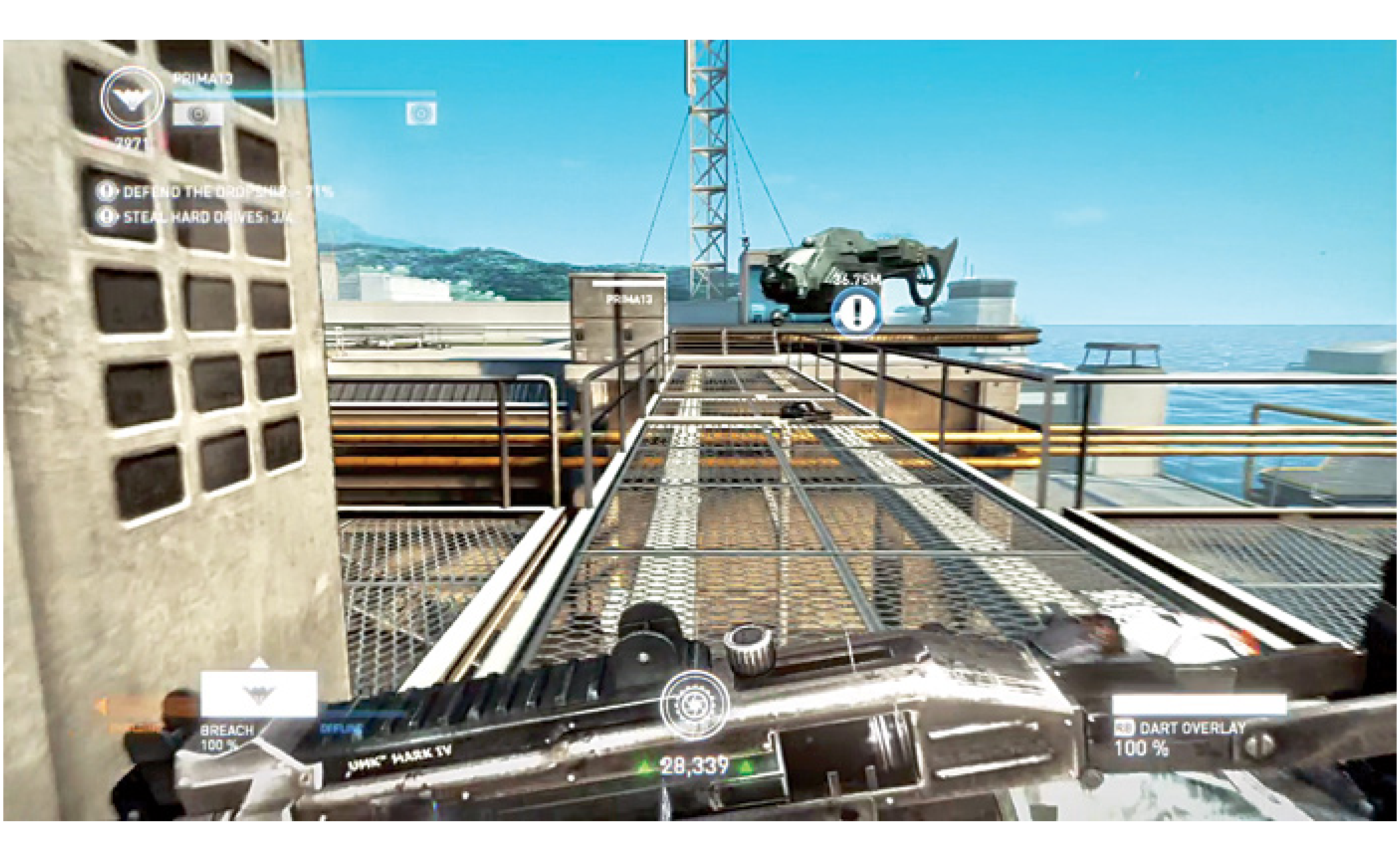


Leave behind a couple of players to defend the dropship while the two offensive players head down the stairs from security hub west.

The security terminal is at the bottom of the stairs. Breach it to unlock the doors leading into a second secure area.

### Steal the Four Hard Drives

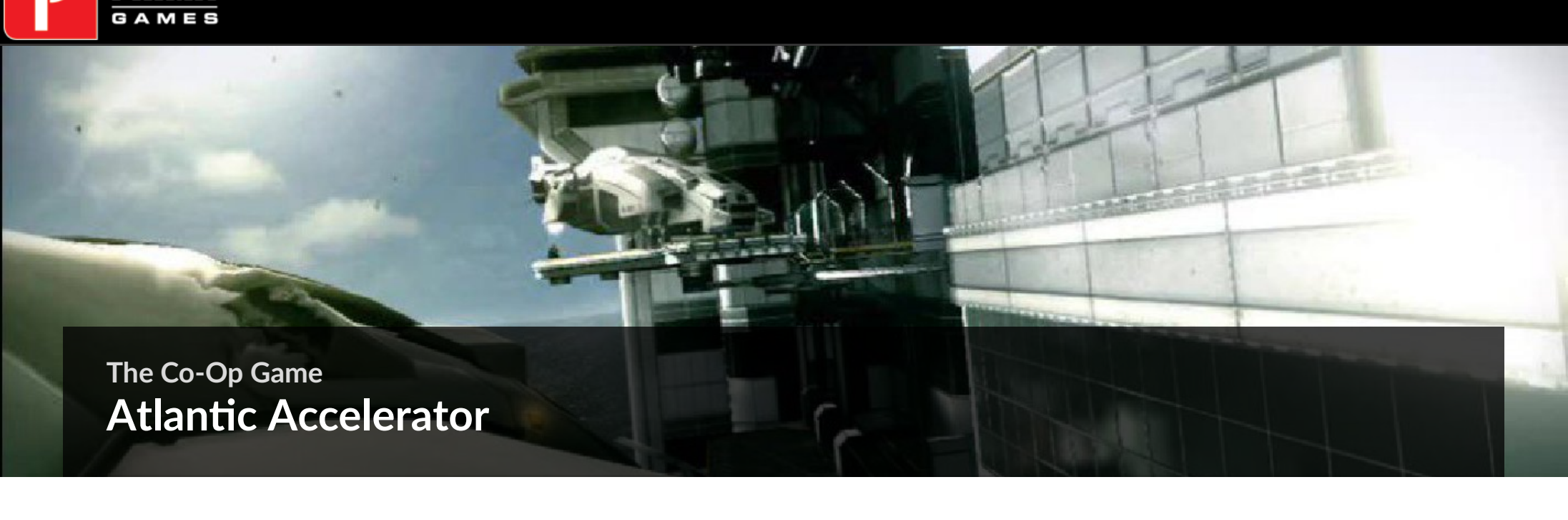
Clear out the enemies in the secure area. Since there are only two of you, keep each other healed. Use whatever apps you have to give you an advantage. Then head into the room with the hard drives and pick them up.



With only two players, it takes two trips to get all four back to the dropship. However, once they are all inserted into the dropship, the mission is completed.

### Tips from the Testers

- This is definitely a mission where it pays off to have an Agent with a sniper rifle along.
- Hold on to your handgun or UMK—these are the only weapons that can be used while carrying cases back to the dropship.
- Carried cases can be dropped to the ground and picked up again at a later time—this might be advisable if you run into too many enemies on the way back to the dropship.
- You can still breach, heal and reboot while carrying cases.
- A good tactic is to keep one or two Agents at the dropship to defend it and prevent the enemy from destroying it. A destroyed dropship means the Agents are stranded and the mission has failed.
- Another valid tactic is for all four Agents to pick up cases at the same time, this will certainly add more direct firepower when meeting opposition, however do keep an eye on the damage level of the dropship.
- Remember to use applications such as Shielding and C2C Pulse to help you get across the killing grounds and disable the turret controls.
- Remember to use the environment when fighting enemies that utilize armor and heavy weapons.



The Co-Op Game

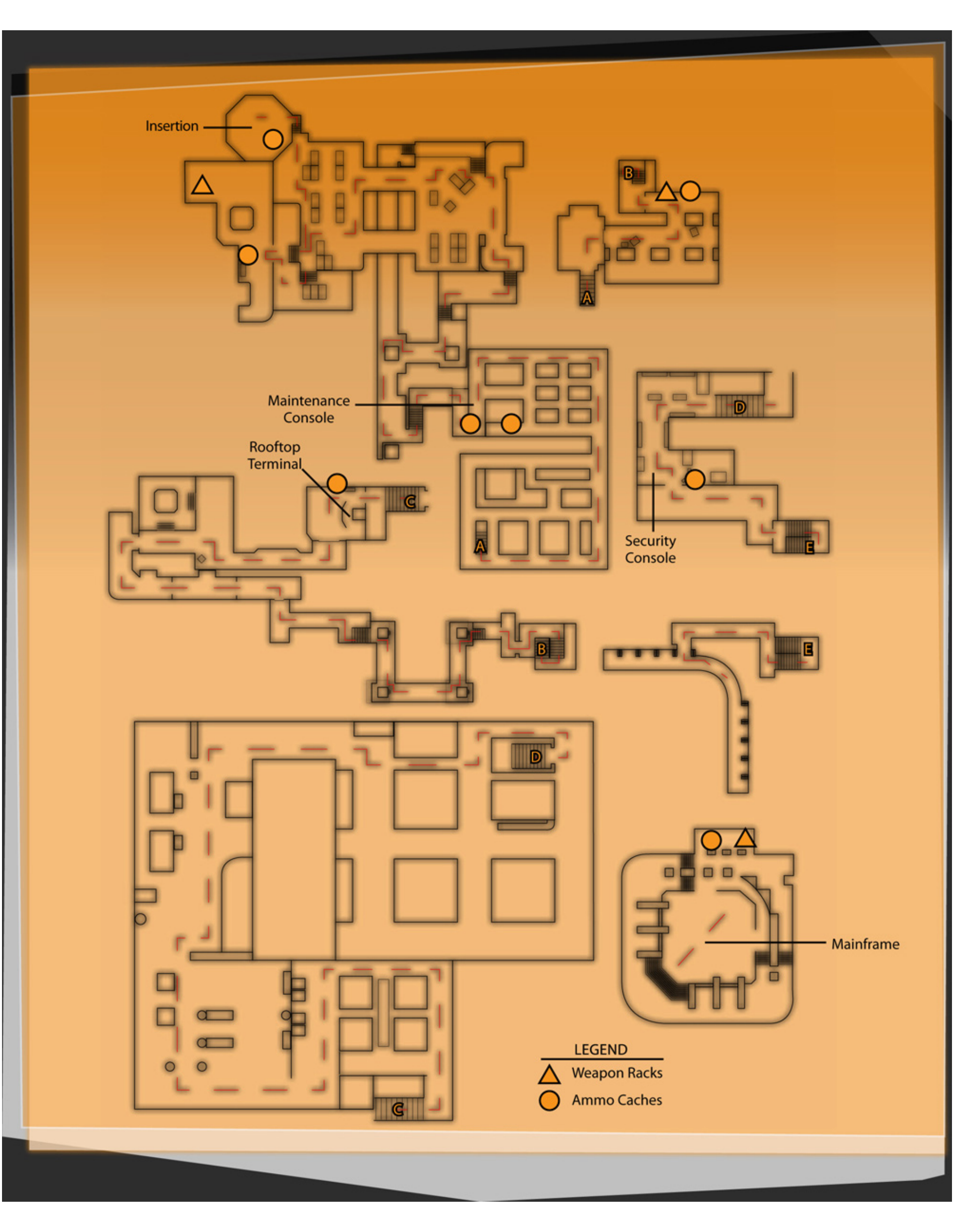
# Atlantic Accelerator

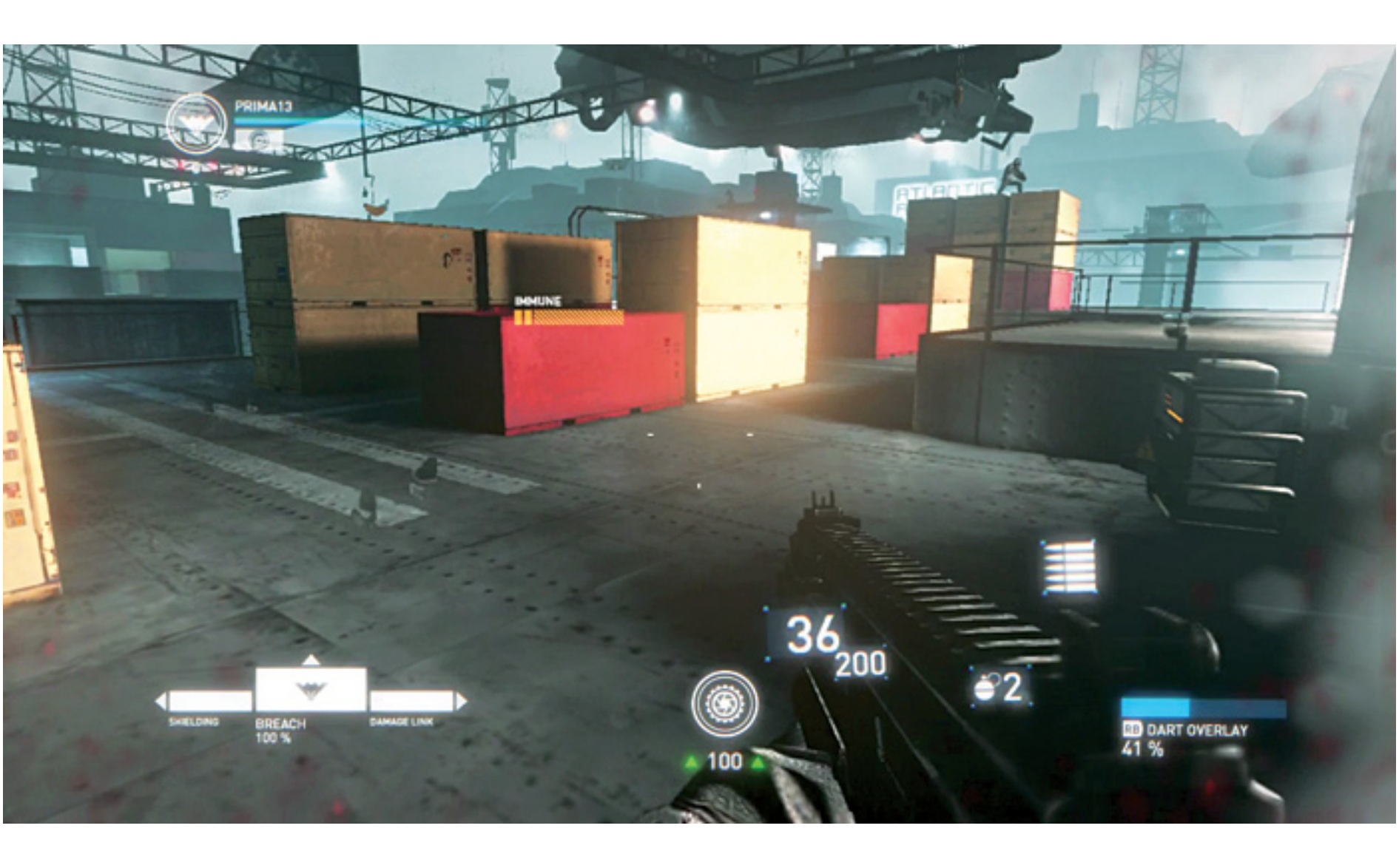
## /Intel

**Location:** Atlantic Accelerator, Mid-Atlantic Ridge, 2069
**Codename:** The Big Black
**Suggested Number of Agents:** 4

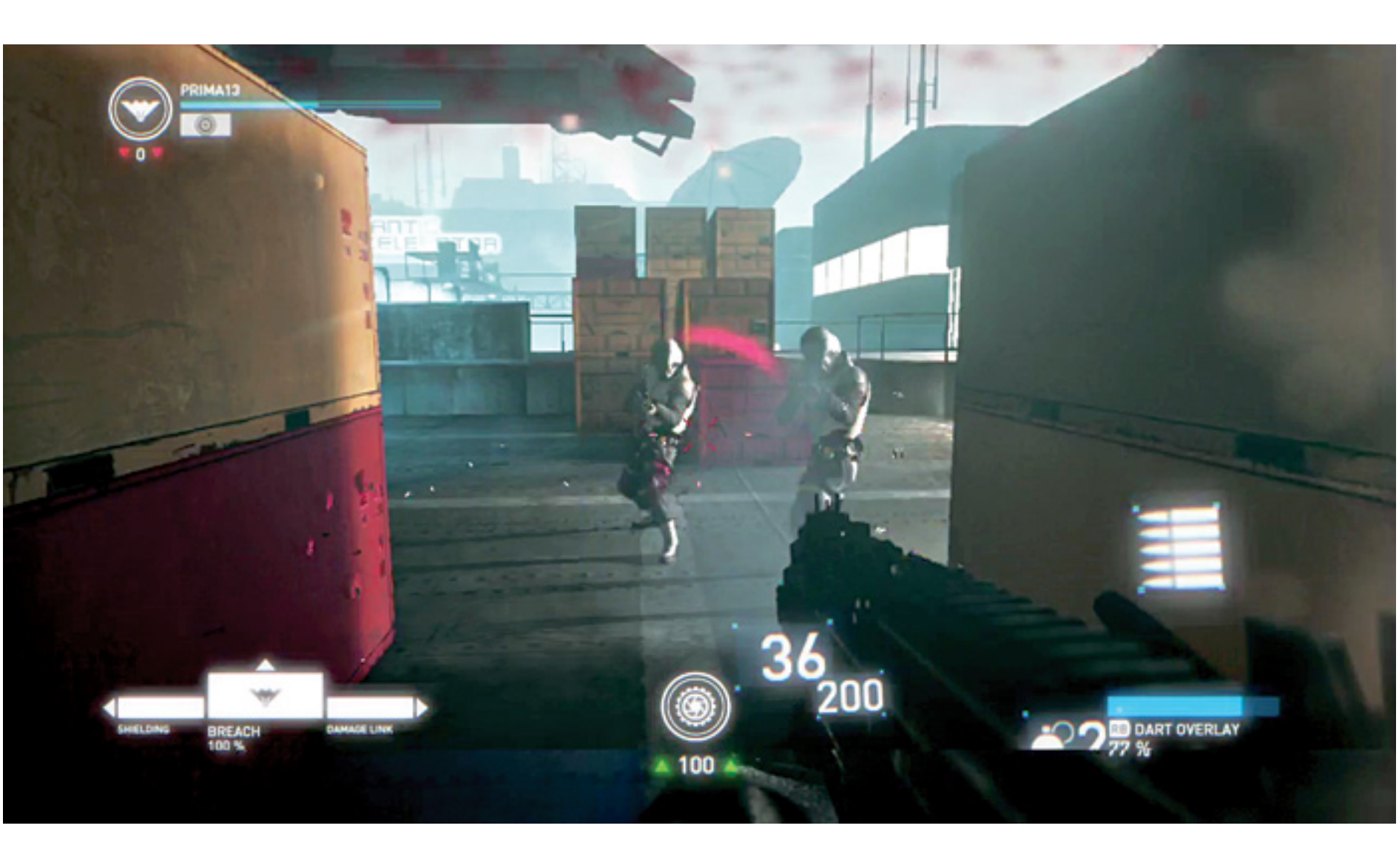
## /Executive

Agents, the infamous Atlantic Accelerator is your next target. Initiate a full combat sweep and remove all enemy presence from the base. Expect heavy resistance and enemy Agents. Good luck.


Insertion
Maintenance Console
Rooftop Terminal
Security Console
Mainframe
A
B
C
D
E
LEGEND
Weapon Racks
Ammo Caches



As soon as the dropship deposits you, quickly move off of the landing pad and take cover behind some crates. Lots of enemies are already attacking you.

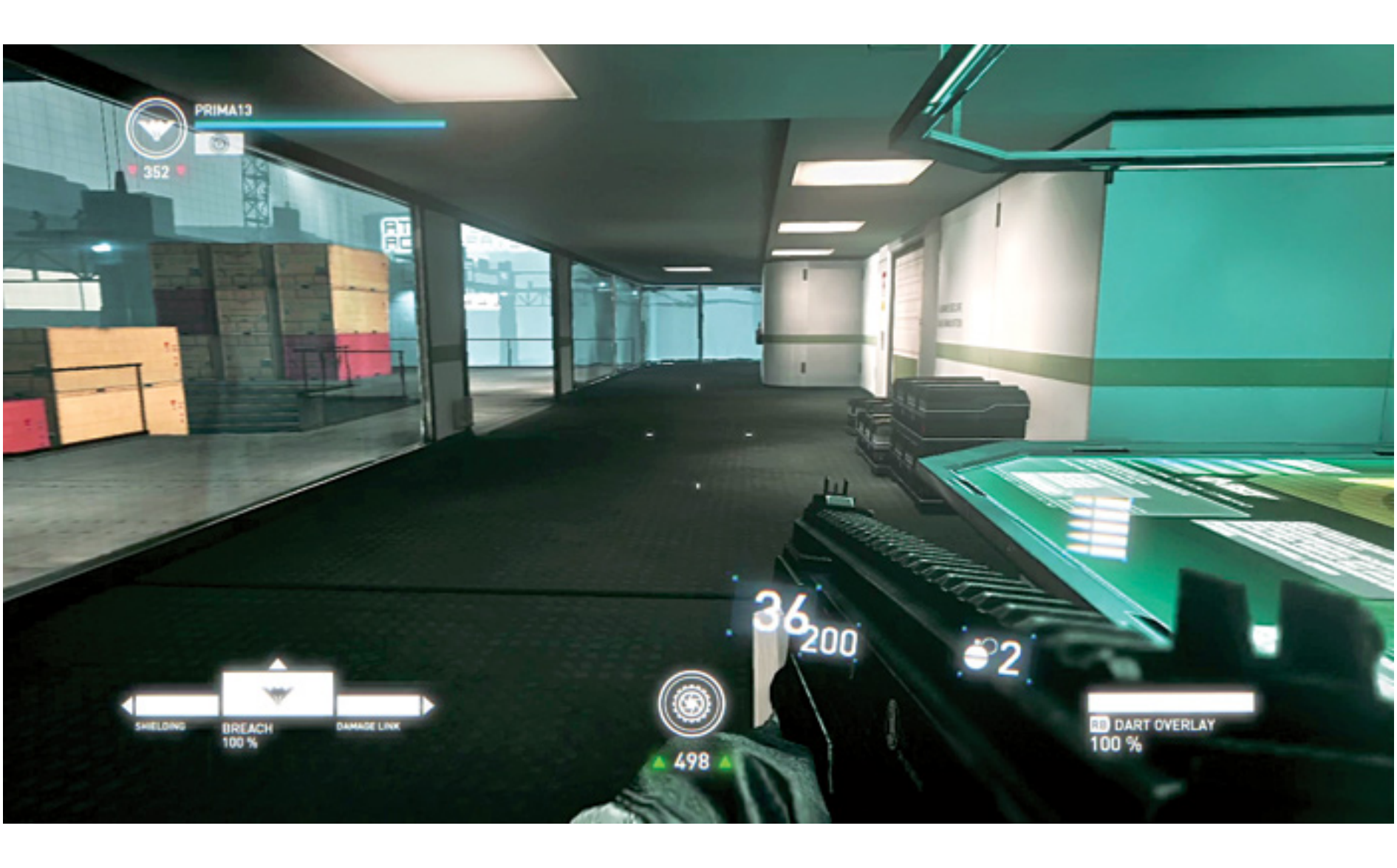


This fight is up close and personal, so position your offensive players and defensive player down in the crates to engage the enemies.

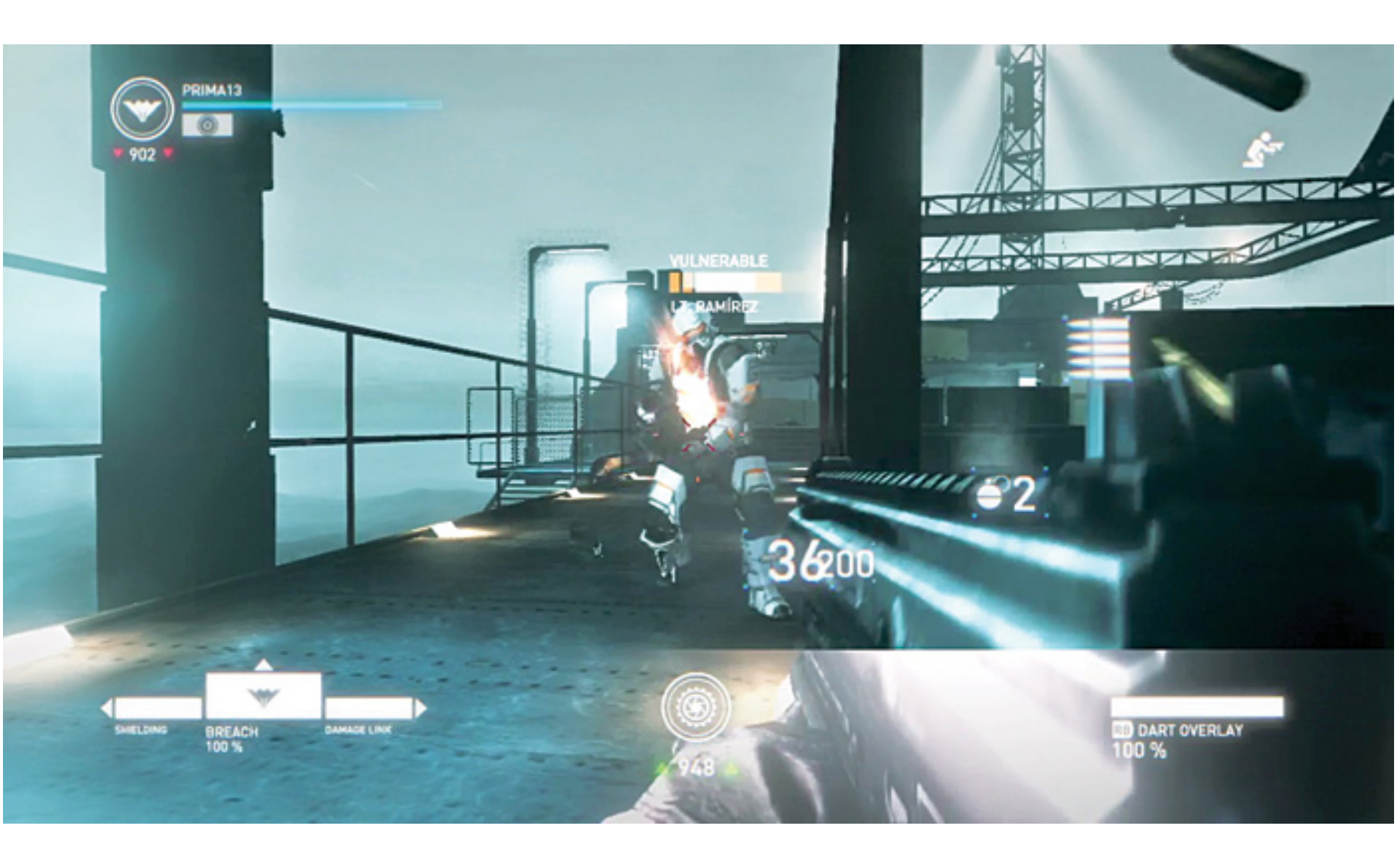
Shotguns or assault rifles work well here. Meanwhile the support player with a sniper rifle can pick off enemies across the bridge or up on top of the crates as well as use apps to help the other players.

**Tip**

Some dead enemies are on the landing pad when you arrive. One has a LAWS-92 rocket launcher. When you have to defeat the officer, have one of your players pick it up for some heavy firepower.



If things get a bit too hairy, move into the building near the landing pad where you can stock up on ammo. There is also a weapon rack in there with a sniper rifle if you need it.



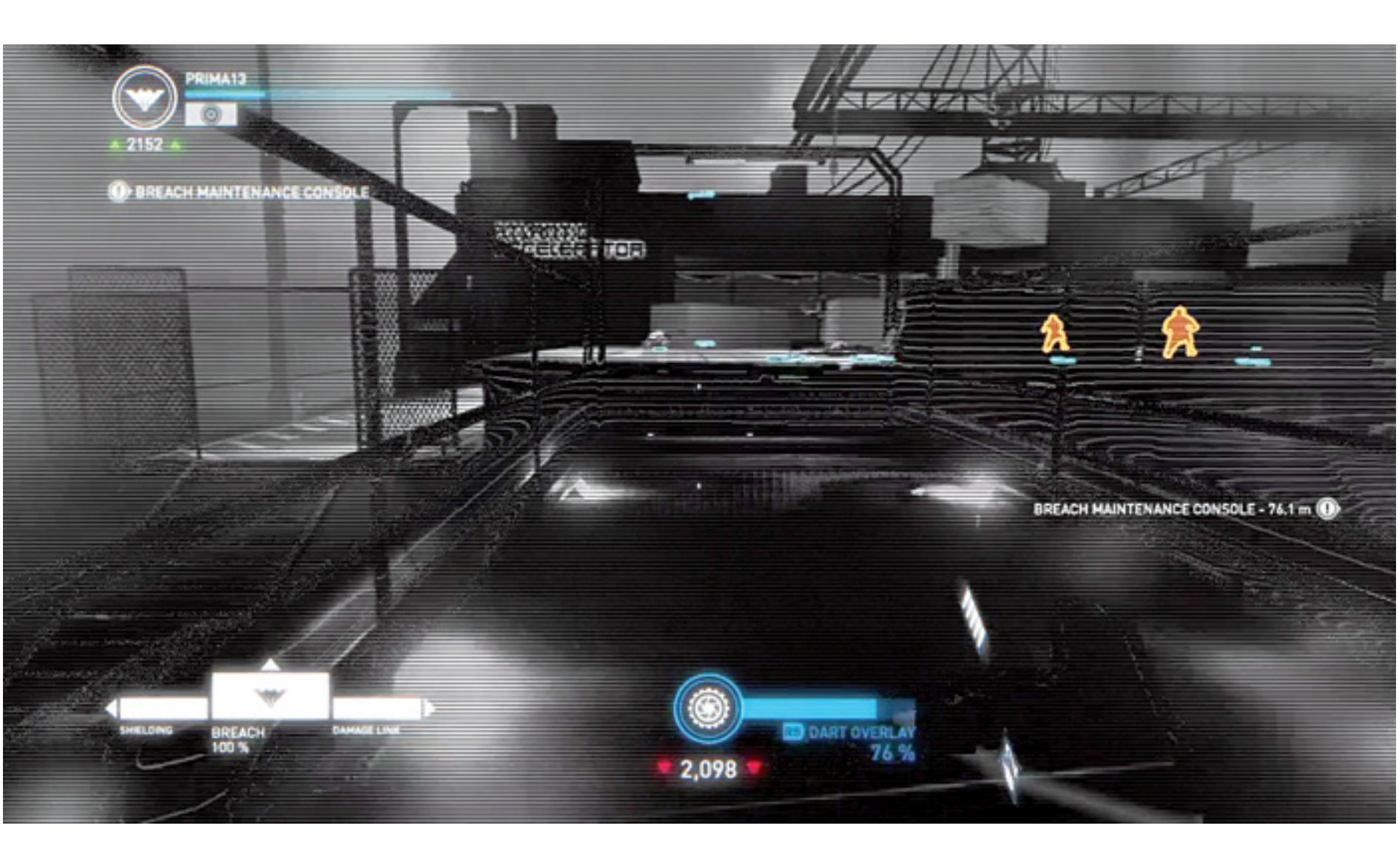
An officer in armor is positioned across the bridges on the other side of the deck.

Armed with a minigun, he engages you at long range while staying far enough away so you can't breach his armor.

After clearing out the enemies on your side of the deck, send an offensive player to take cover next to a bridge. This lures the officer across the bridge.

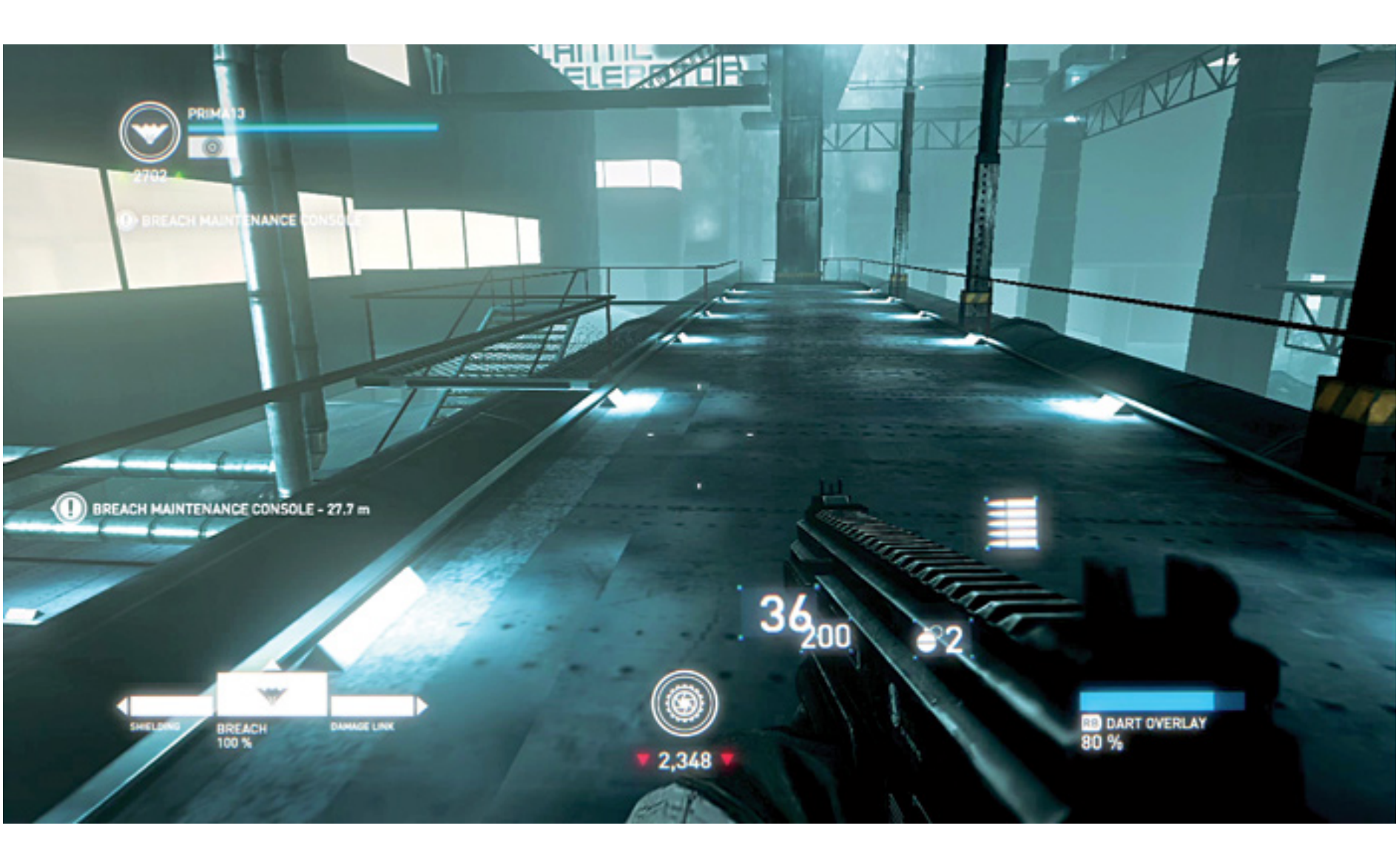
As he approaches, the offensive player—or two of them—can breach his armor. Then all teammates can fire away to kill him. Once he is down, rip his chip and take the minigun.

### Breach Maintenance Controls


BREACH MAINTENANCE CONSOLE
BREACH MAINTENANCE CONSOLE - 76.1 m

Once the officer is neutralized, it is time to advance across the bridges to the other side of the deck. Be sure to stock up on ammo first.

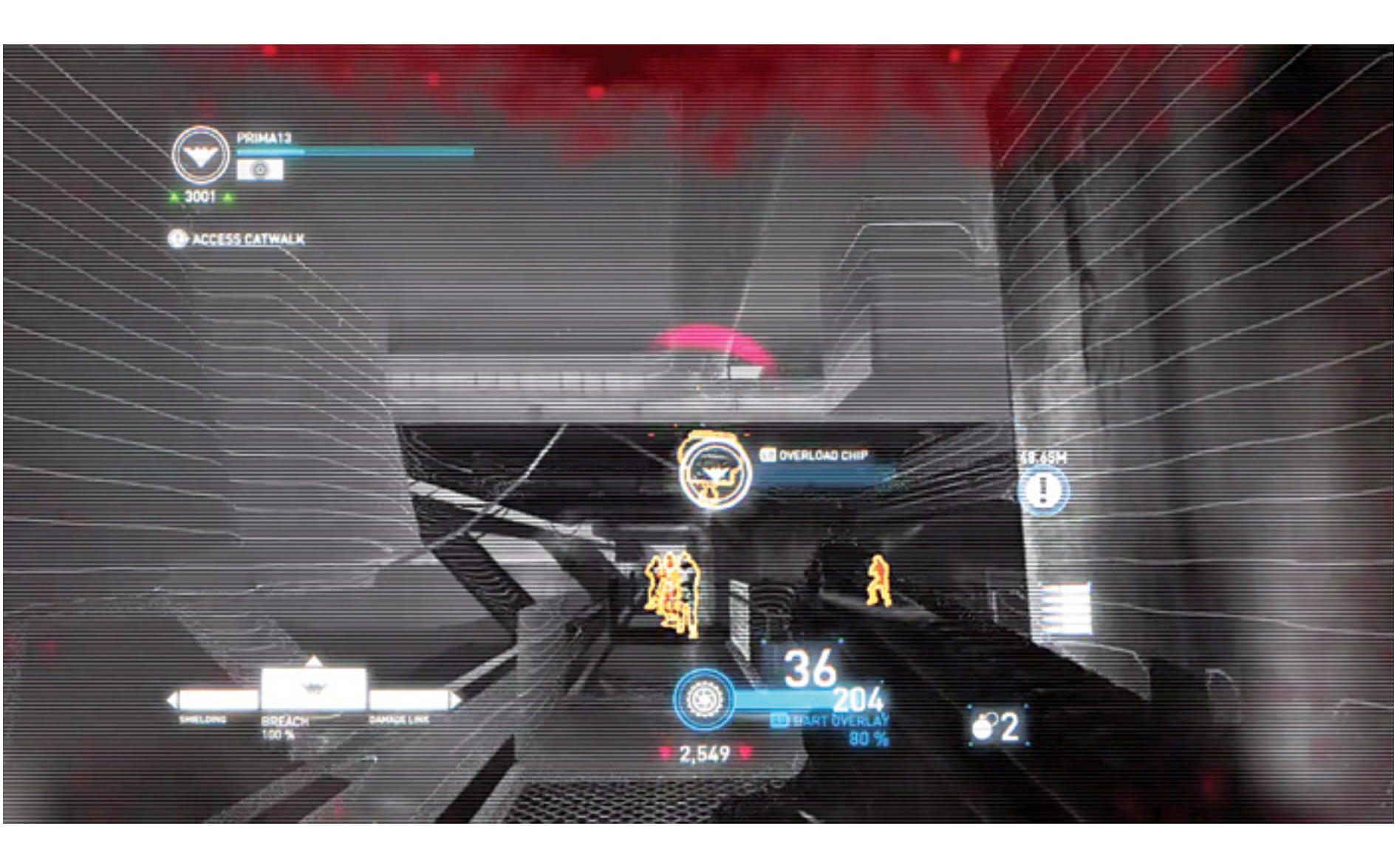
Then position support and defensive players near the bridges to cover the offensive players as they rush forward. Use the DART overlay to see enemies hiding behind crates on the other side.


BREACH MAINTENANCE CONSOLE - 27.7 m

After the area on the other side of the deck is cleared, bring the entire team back together and continue along the walkways and down stairs until you get to the maintenance console.

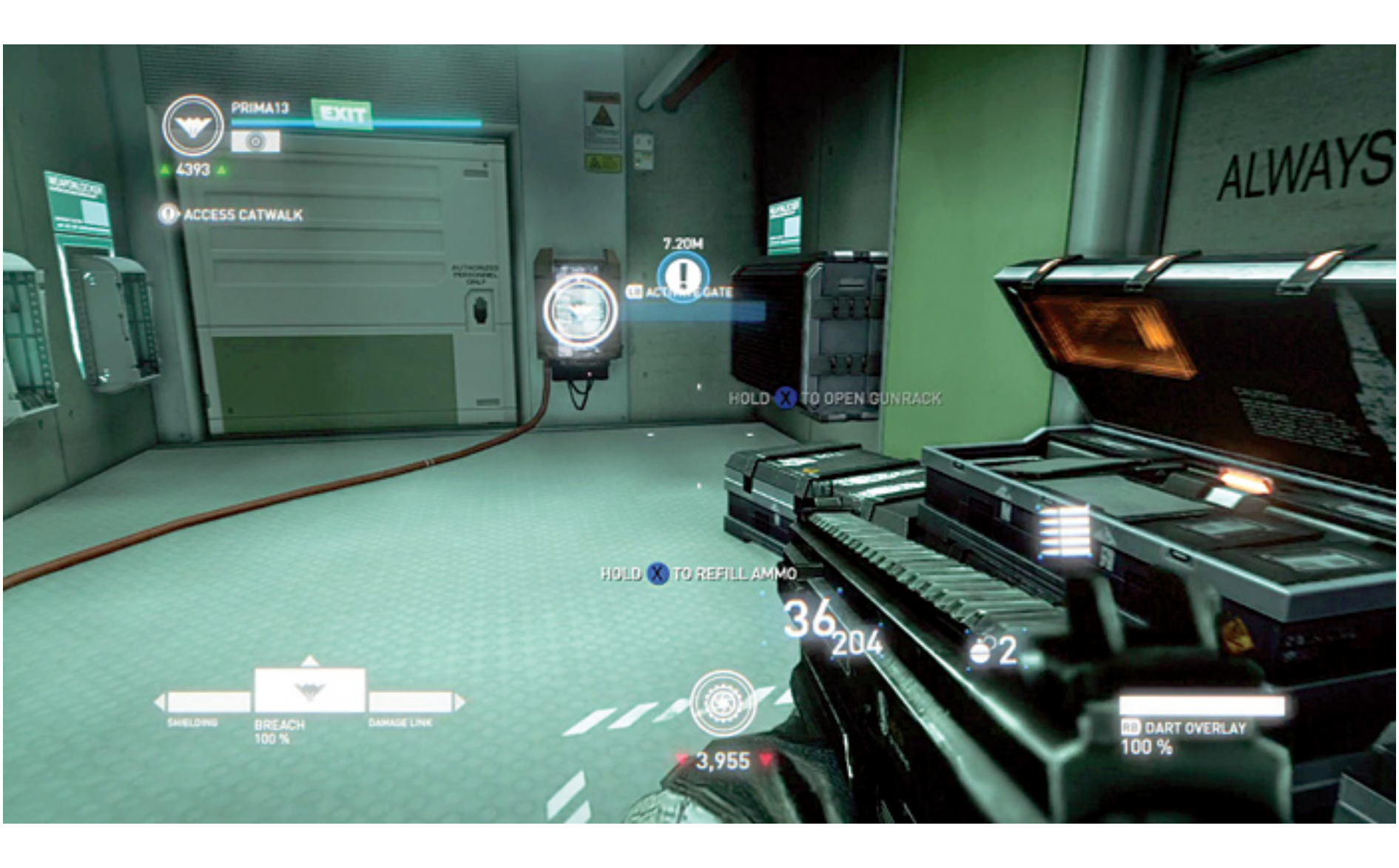
Breach it to activate the gate so that you can move farther into the facility. The gate does not open until your entire team is together.

### Access Catwalk


ACCESS CATWALK
OVERLOAD CHIP

You now have to fight along a series of catwalks. Since this fighting is in close quarters, the support player should swap a handgun for a submachine gun or assault rifle—even a shotgun.

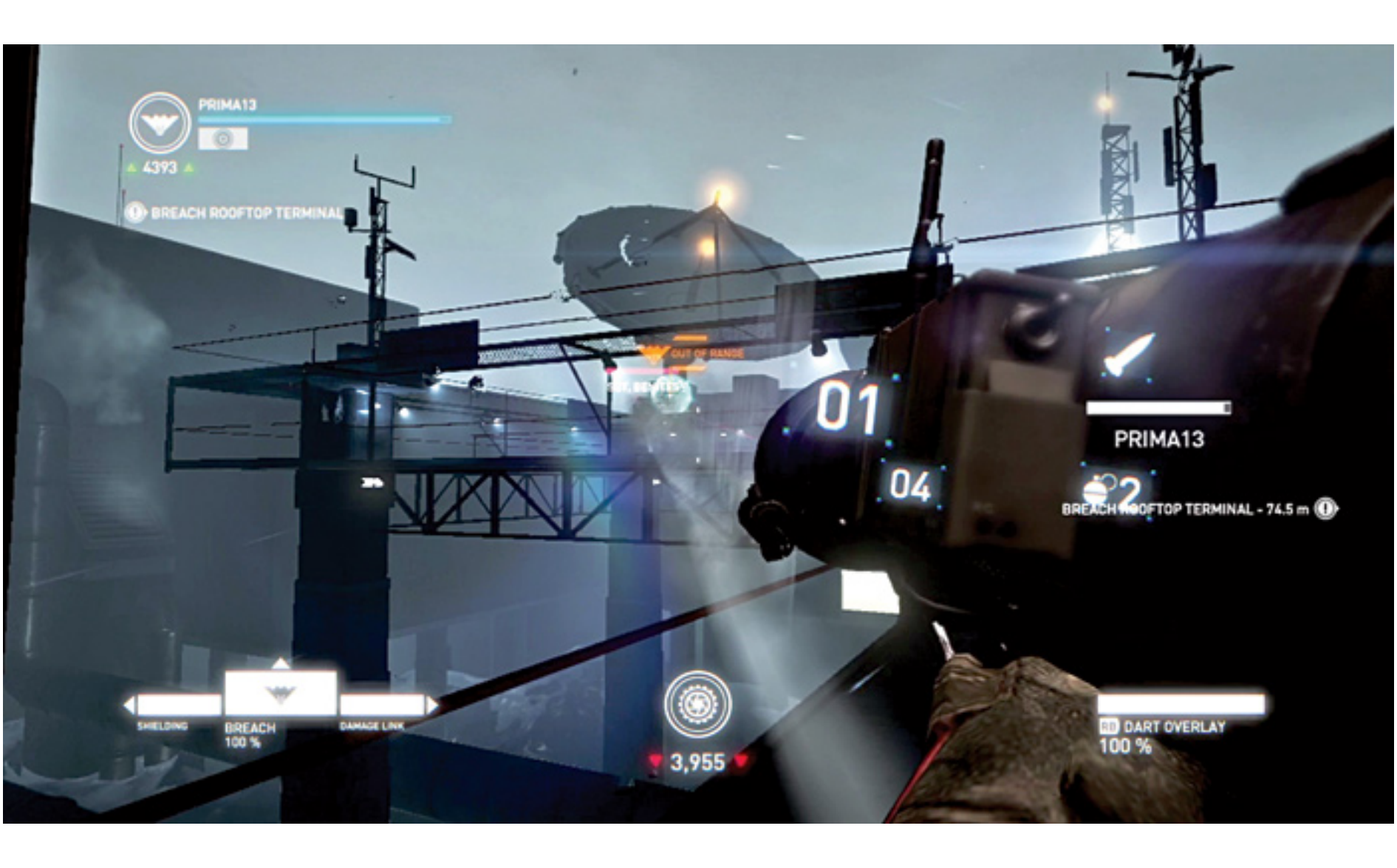
Make your way though the catwalks. You face flying drones with armor that you have to overload before you can destroy them as well as specters with cloaking armor.


ACCESS CATWALK
HOLD X TO OPEN GUNRACK
HOLD X TO REFILL AMMO

Fight your way to the other side of the catwalks and head up the stairs to enter a control room with ammo and a weapon rack with a LAWS-92 inside.

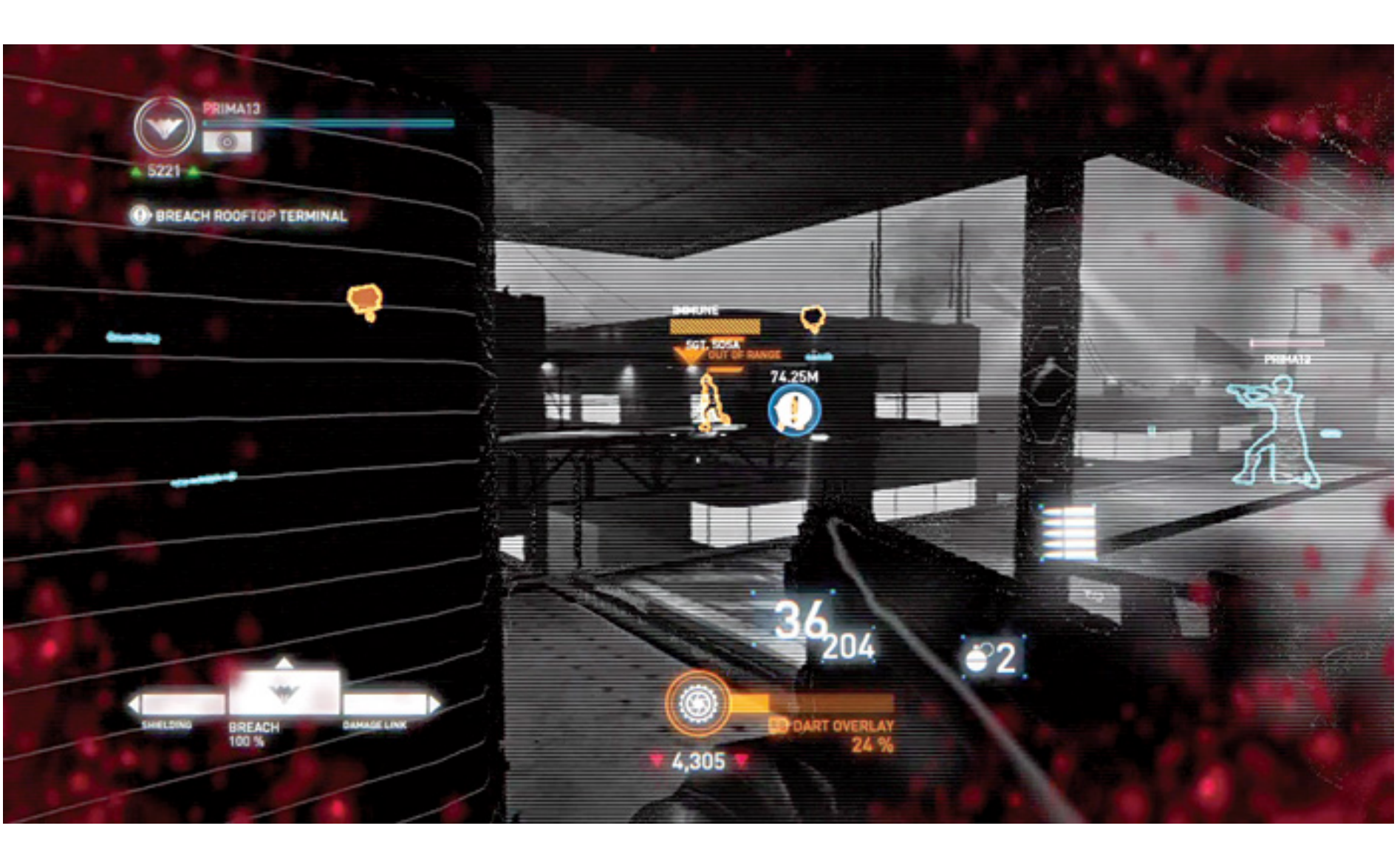
Breach the controls to activate a gate and open it once the team is assembled.

### Breach Rooftop Terminal


BREACH ROOFTOP TERMINAL
BREACH ROOFTOP TERMINAL - 74.5 m

Climb up flights of stairs and follow a corridor out onto a walkway.

As the offensive players move ahead, the support should use the sniper rifle to pick off enemies in the distance—especially one with a rocket launcher.

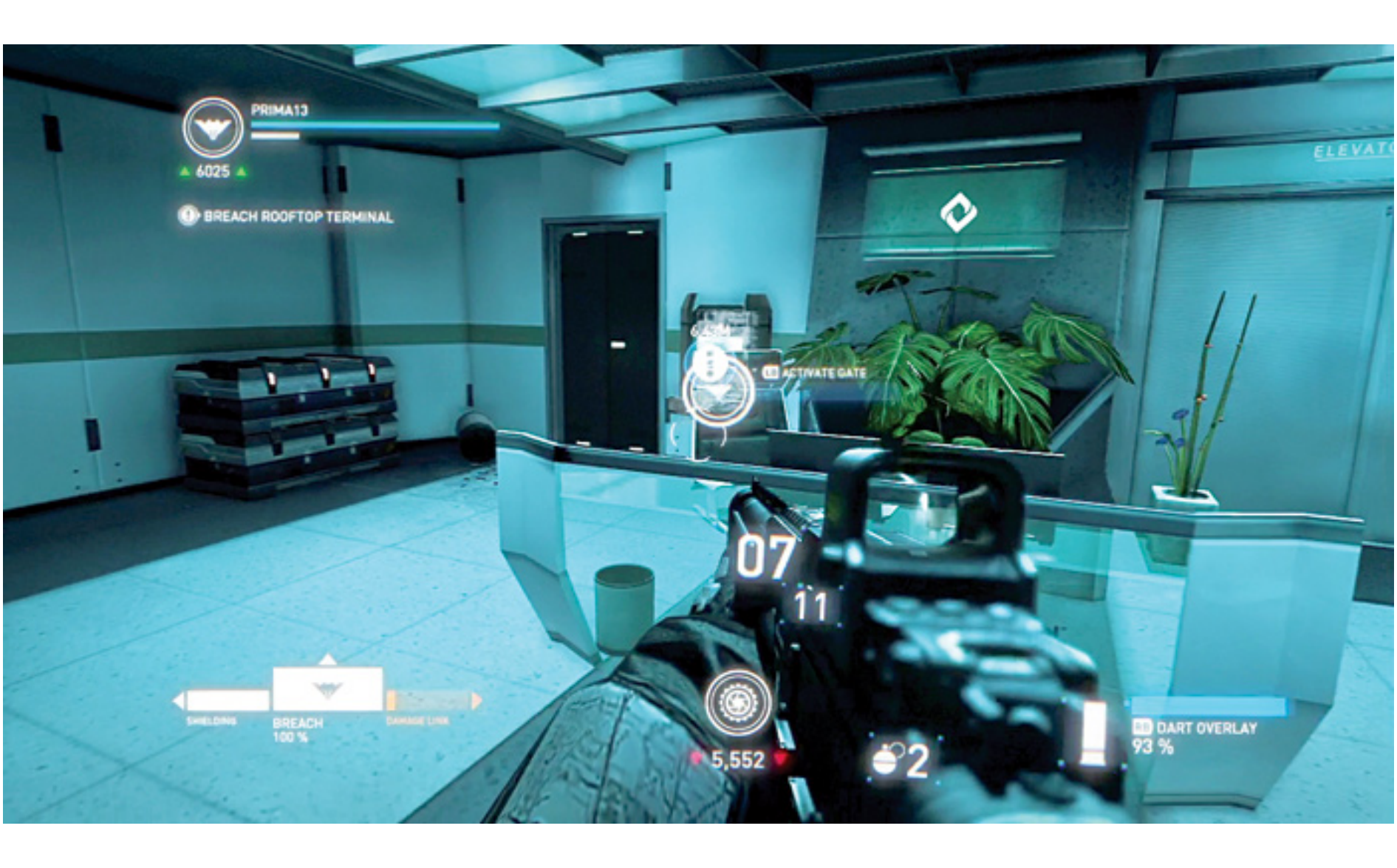

BREACH ROOFTOP TERMINAL

There are lots of drones in the area where the walkway makes several turns as well as a sergeant with liquid armor.

The offensive players should take cover while they breach the drones and armor, then work together with the other players to finish off all the threats. Don't forget to rip the sergeant's chip.

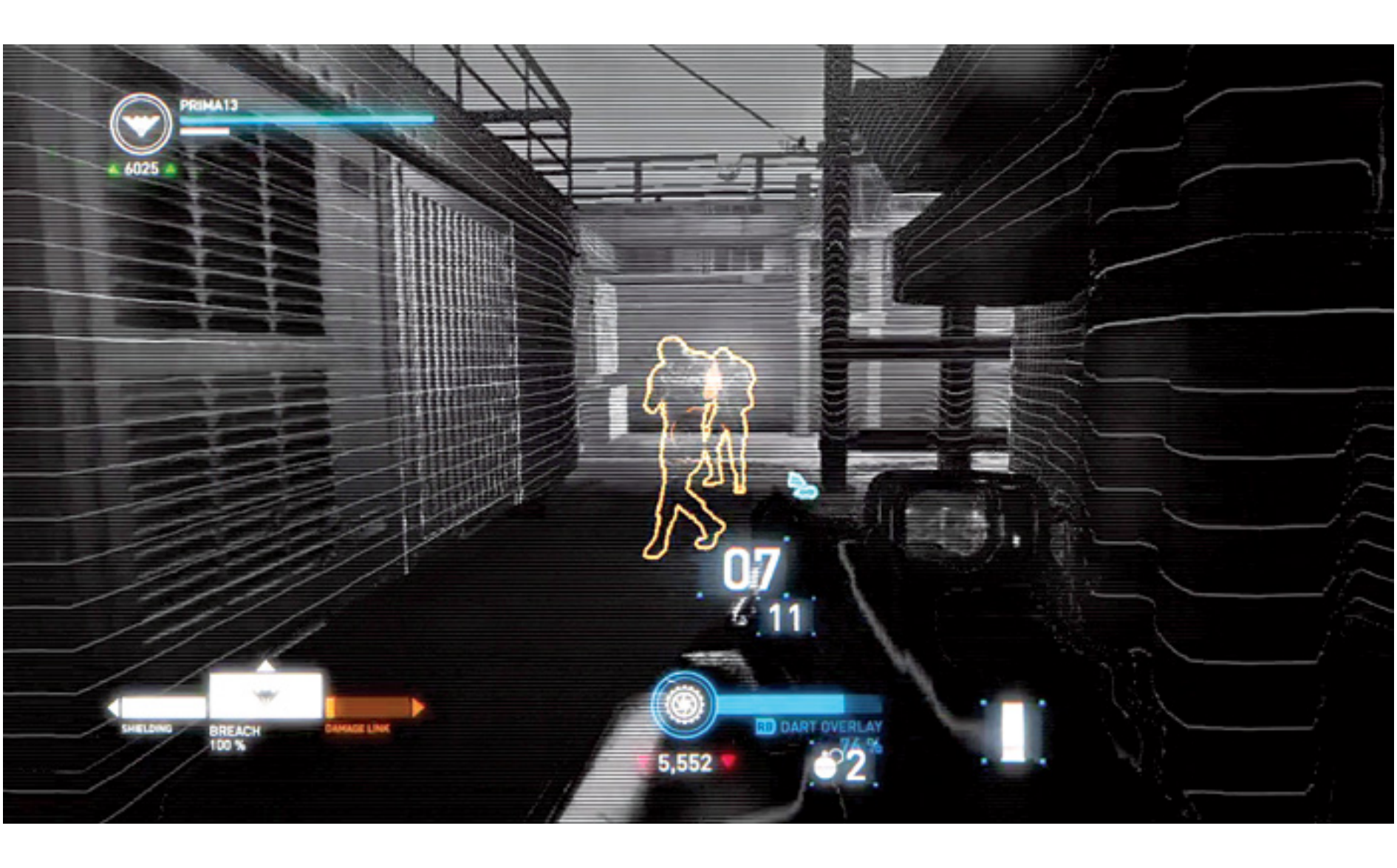
**Tip**

Climb up the ladders by some of the square supports to get into small towers with cover that overlooks the area.


BREACH ROOFTOP TERMINAL
ACTIVATE GATE

After the walkways are clear, advance down some steps and into a corridor. Follow it around, killing hostiles and ignoring the civilians as you go.

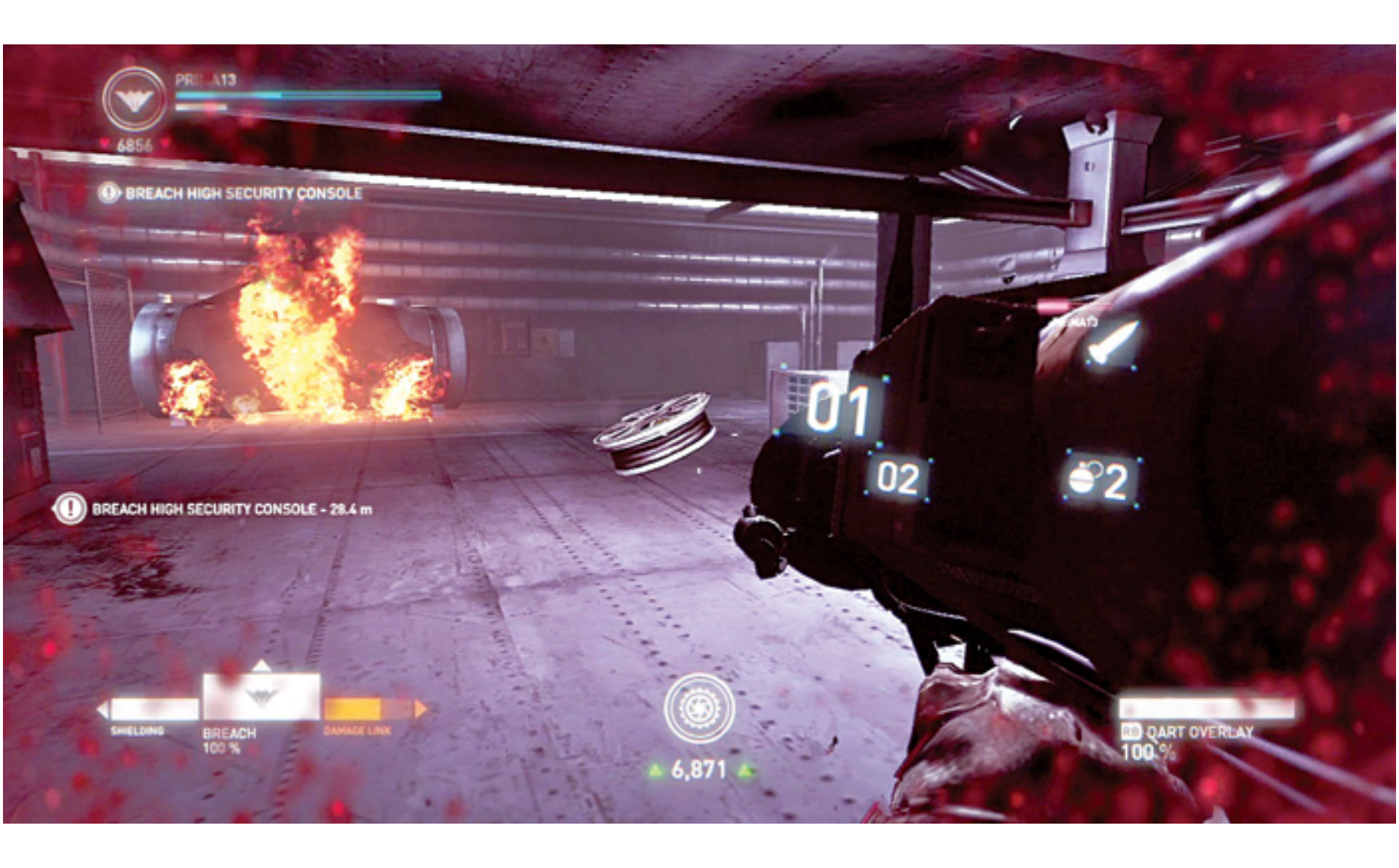
When you reach the rooftop terminal, breach it. The gate opens when all of the team is together near the gate.



Climb up some stairs and then make your way through a maze of equipment on the rooftop. Several specters are up here, so use your DART overlay to detect them more easily.

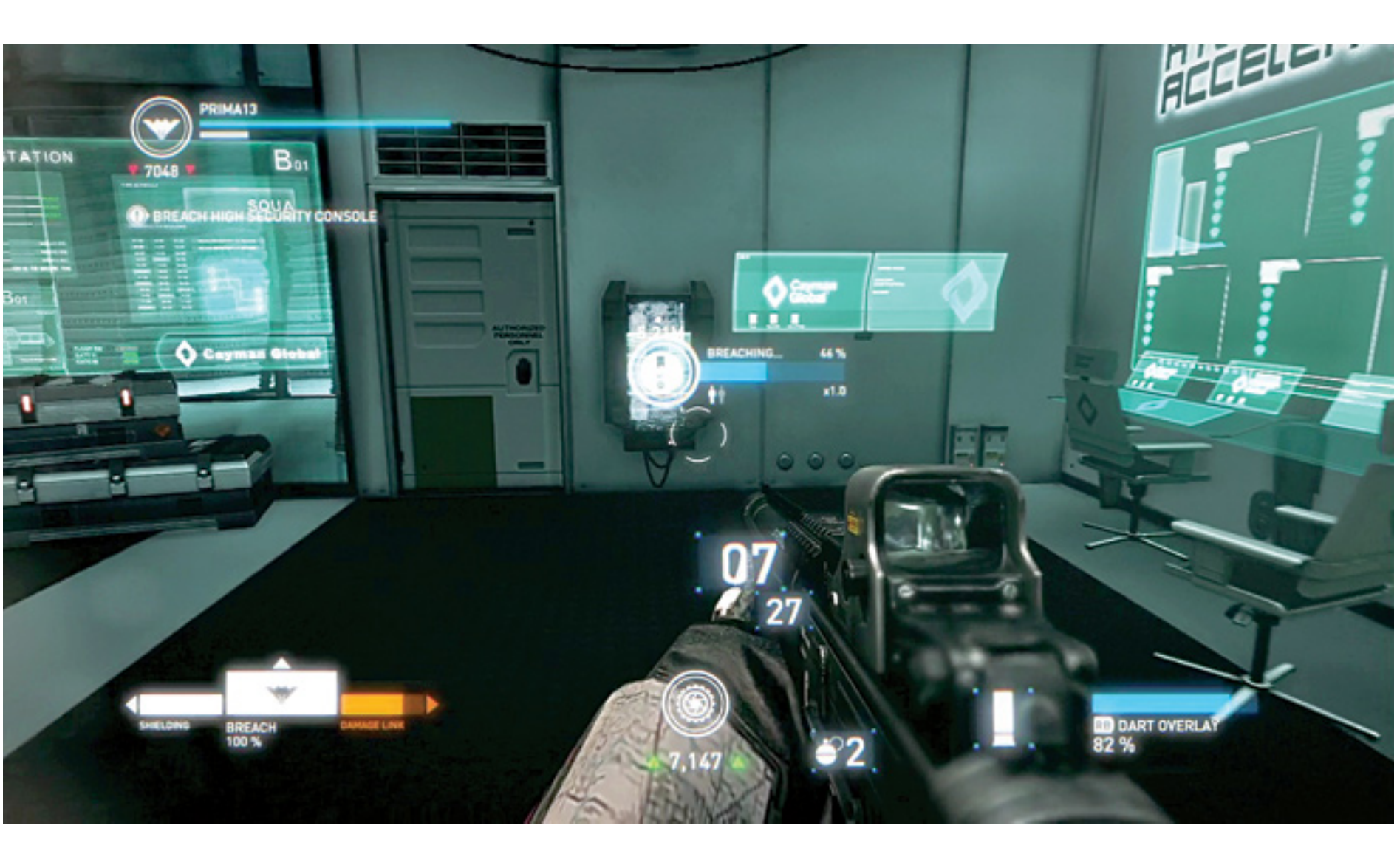
Also, watch out for an enemy with a rocket launcher. Kill him and pick it up for some additional firepower.

### Breach High Security Console


BREACH HIGH SECURITY CONSOLE
BREACH HIGH SECURITY CONSOLE - 28.4 m

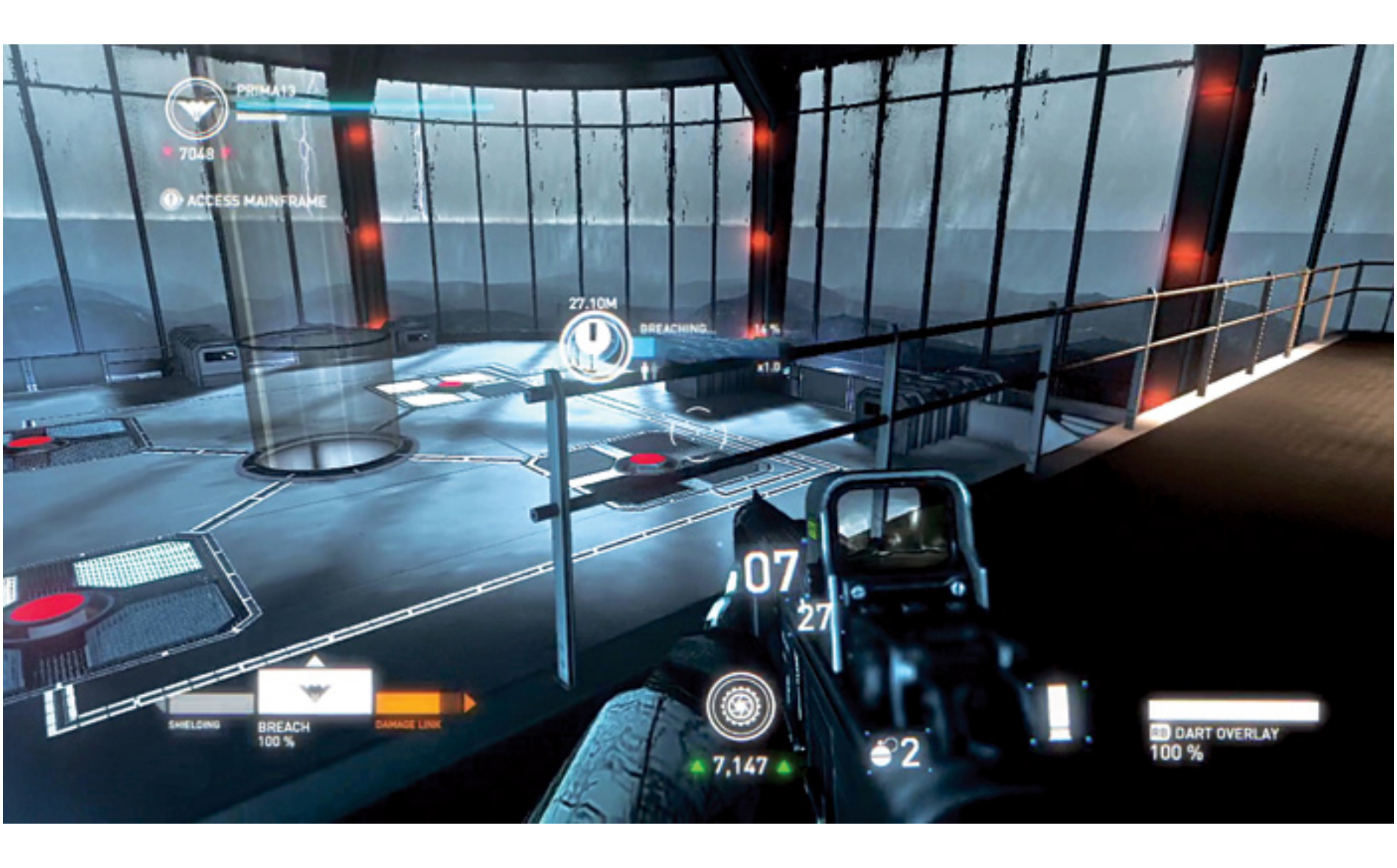
When you get to a fuel tank, breach it to release some of the fuel, then shoot at it to ignite it and blow open a gate so that you can continue.

Fight your way to a doorway and then head down a flight of stairs.


BREACH HIGH SECURITY CONSOLE
BREACHING...

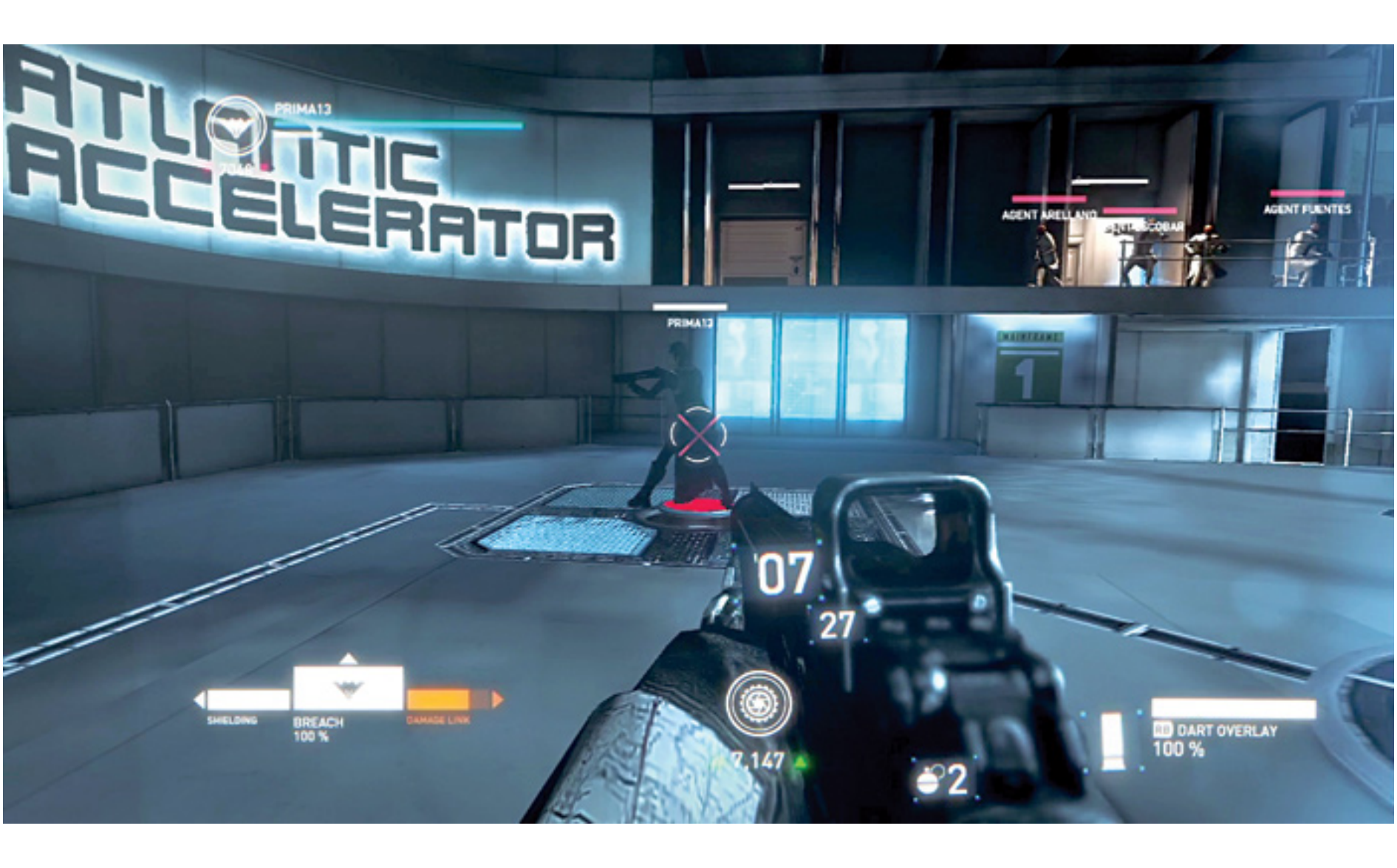
Move through a barracks into a control room and breach the security console. Once the team is back together, you can continue through the door that is now unlocked.

### Access Mainframe


ACCESS MAINFRAME
BREACHING...

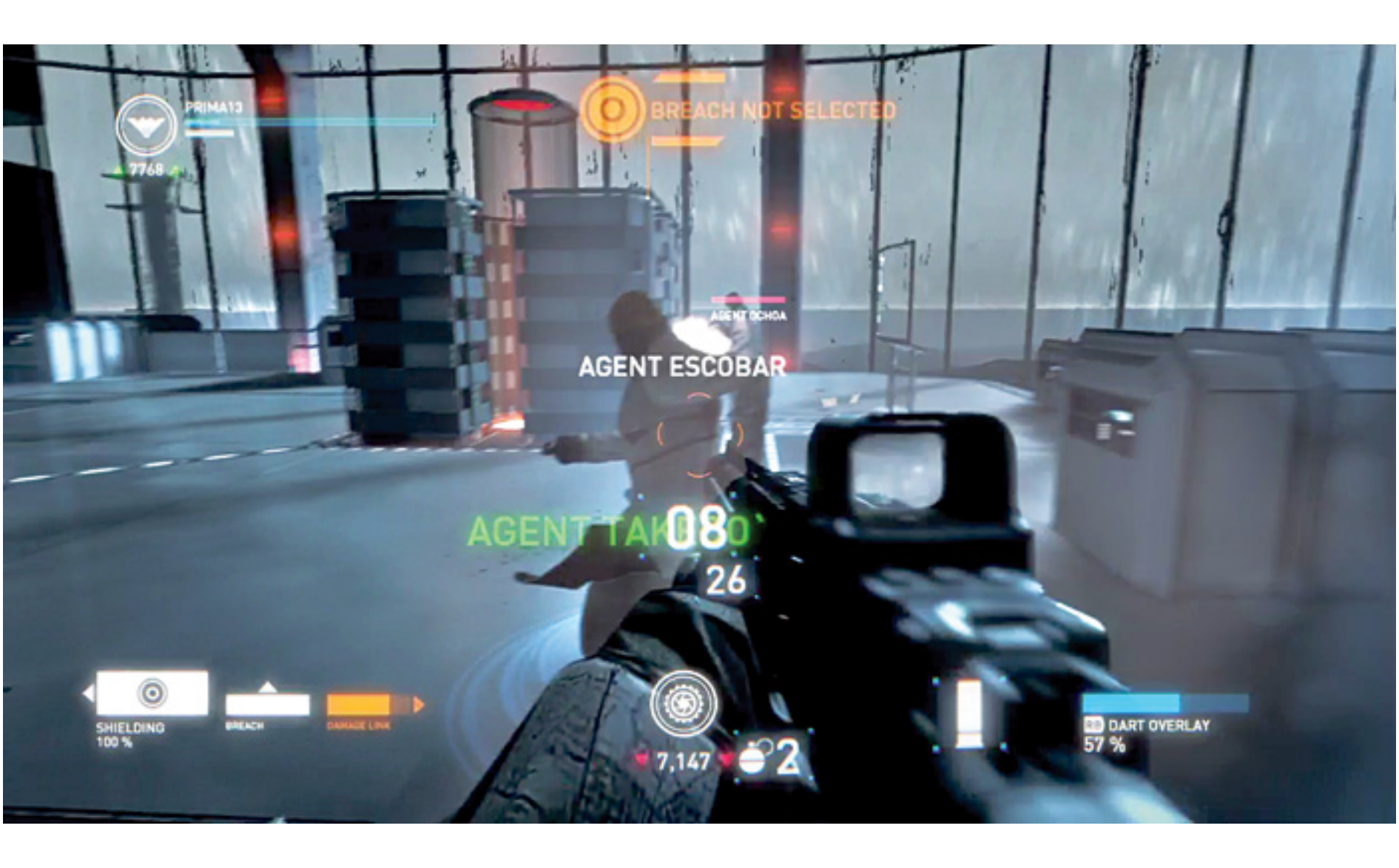
Follow the corridor to the end and head down some stairs. Continue to a walkway overlooking the mainframe room.

Breach the mainframe to detach the seal and then move toward the mainframe with the entire team.


ATLANTIC ACCELERATOR
AGENT ARELLANO
AGENT ESCOBAR
AGENT FUENTES

Once all the team is down on the mainframe floor, quickly raise the servers because four Agents rush in to attack.

These Agents have cloaking ability, so use the DART overlay to keep them in your sights.


BREACH NOT SELECTED
AGENT OCHOA
AGENT ESCOBAR
AGENT TAKEDO

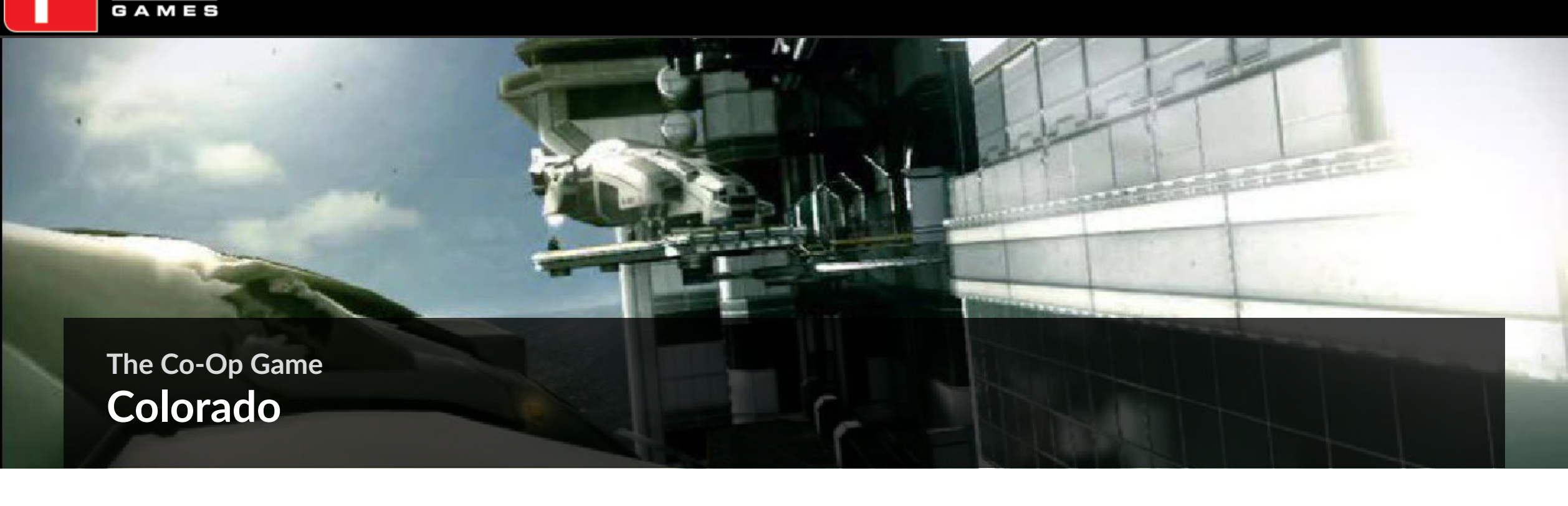
While the support and defensive players take cover on the edges of the mainframe room, the offensive players can move in with shotguns or other weapons to engage the Agents up close and keep them occupied.

This allows the players on the edges to both attack the Agents as well as support the offensive players with apps such as Squad Heal or Shielding.

Once all the Agents and other enemies have been defeated, the mission is complete.

## Tips from the Testers

- It is not advisable to push forward too fast. Establishing the incursion on the Atlantic Accelerator is one of these scenarios. It might be best to hang back and deal with opposition from a distance, rather than rush across the bridges to their landing pads and get overwhelmed.
- Picking up the minigun is always a good strategy.
- DART overlay is very useful in the crawl spaces that make up the underbelly of the Atlantic Accelerator.



## The Co-Op Game
# Colorado

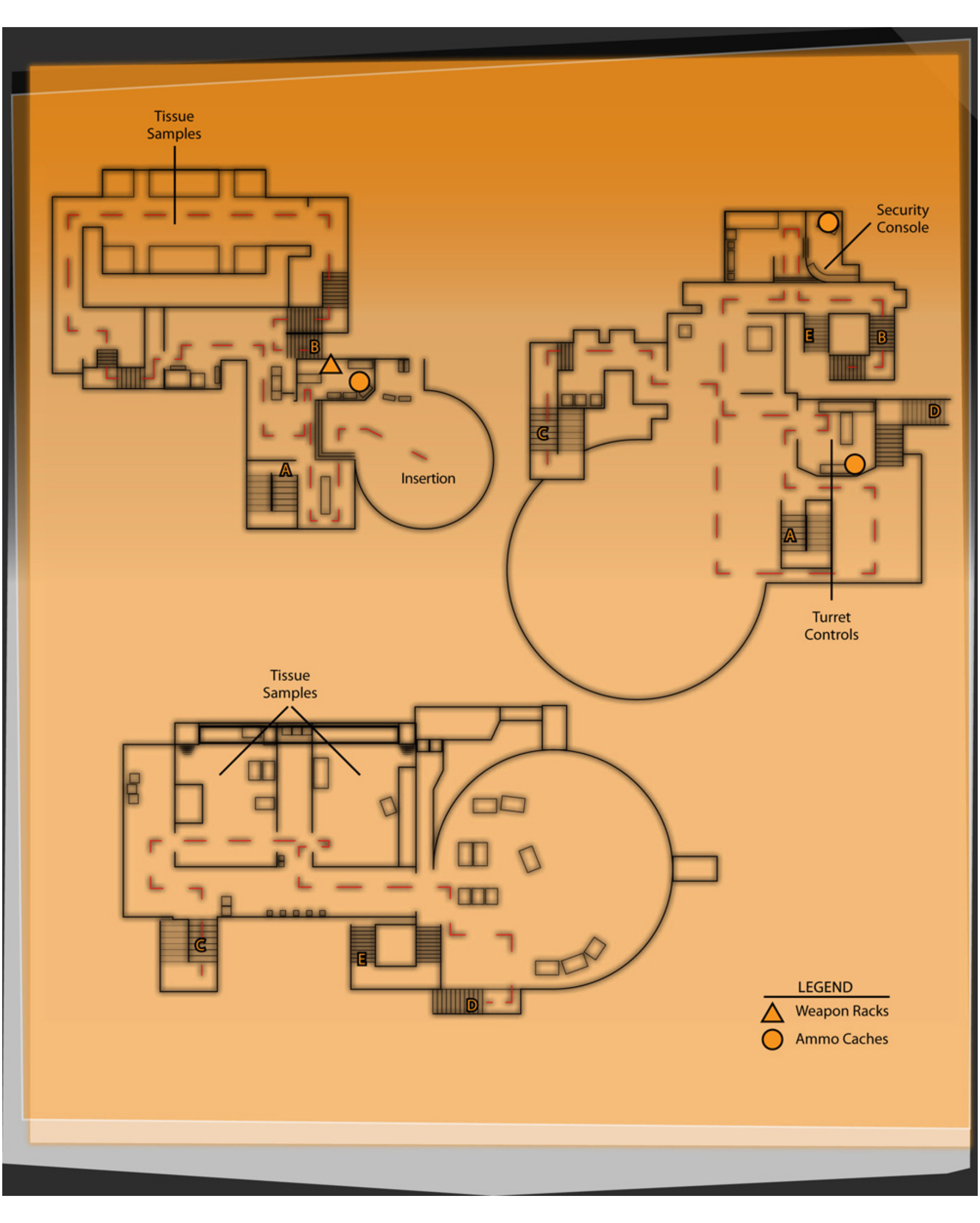
## /Intel

**Location:** Denver, Colorado, 2069
**Codename:** Convoy
**Suggested Number of Agents:** 4

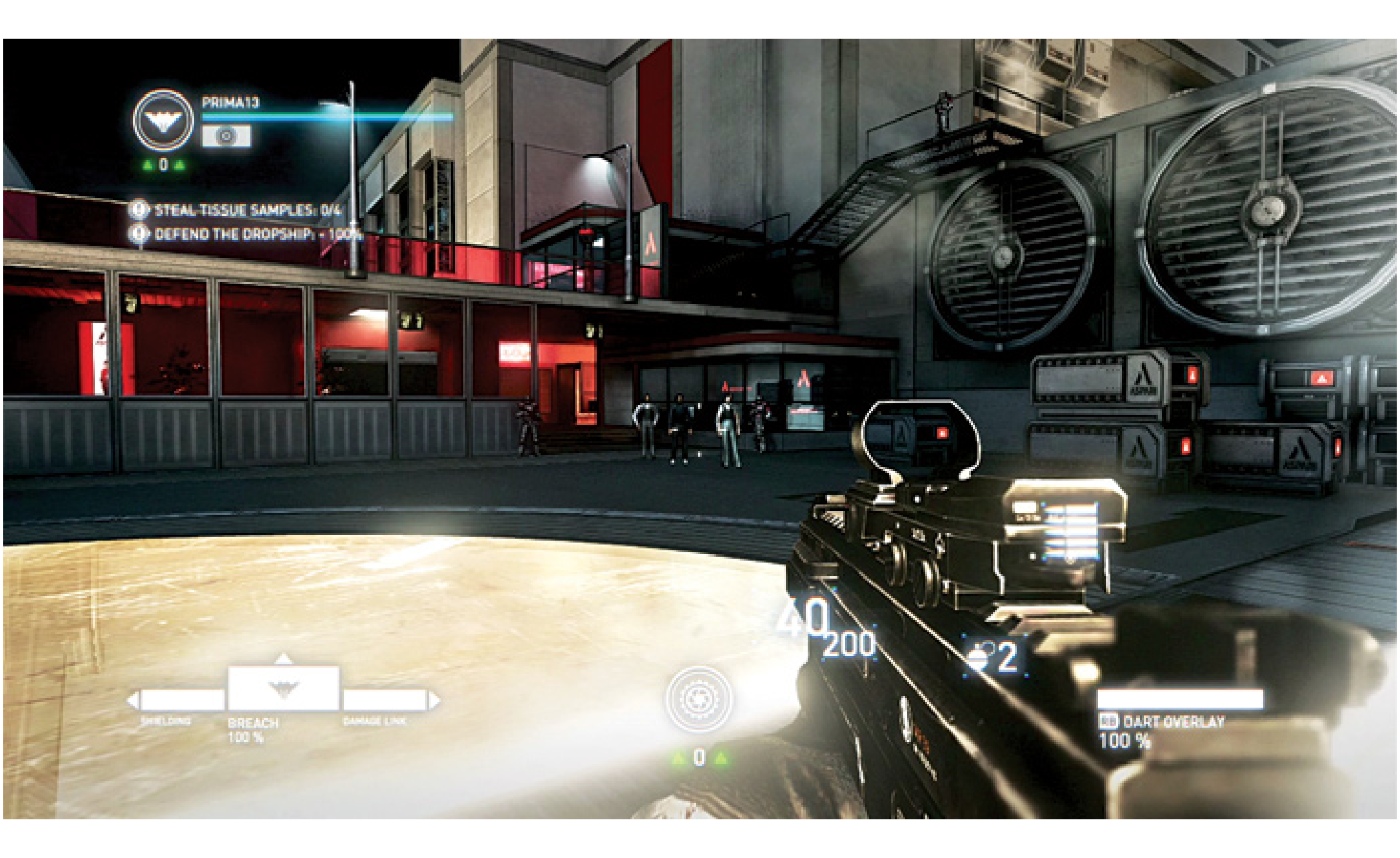
## /Executive

Agents, the Aspari Corporation wants to negotiate a nonaggression pact after our successful offensive against Cayman Global. We have accepted to initiate a negotiation, since this will give us easy access to their offices. The mission objective is to acquire their bio-engineered muscle tissue research.

Being in the middle of the Aspari territory, you should expect a significant military presence.

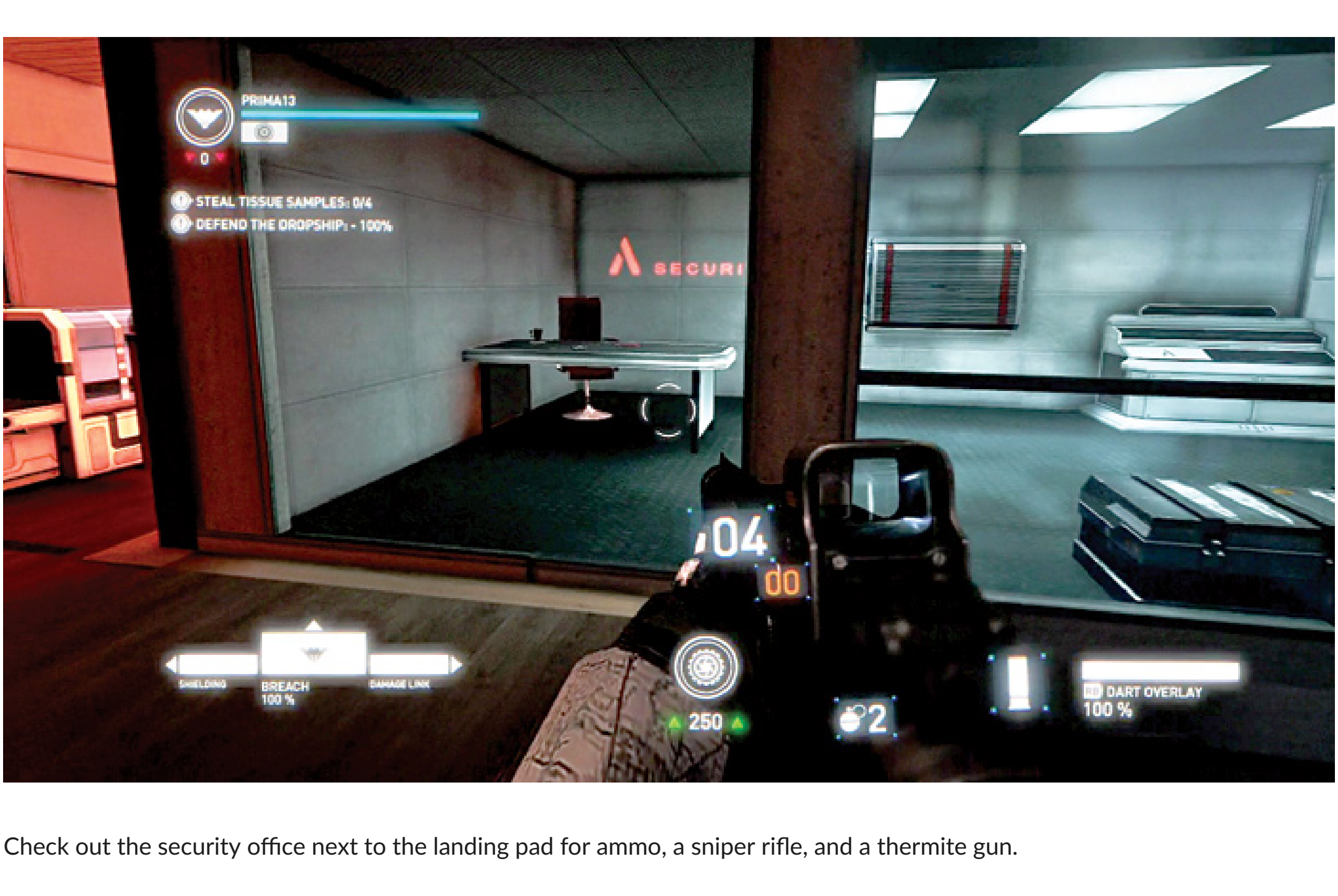

Tissue Samples
Security Console
B
E
B
Insertion
A
C
D
A
Turret Controls
Tissue Samples
C
E
D
LEGEND
Weapon Racks
Ammo Caches

### Steal Tissue Samples and Defend Dropship


PRIMA13
STEAL TISSUE SAMPLES: 0/4
DEFEND THE DROPSHIP: - 100%
DART OVERLAY 100 %

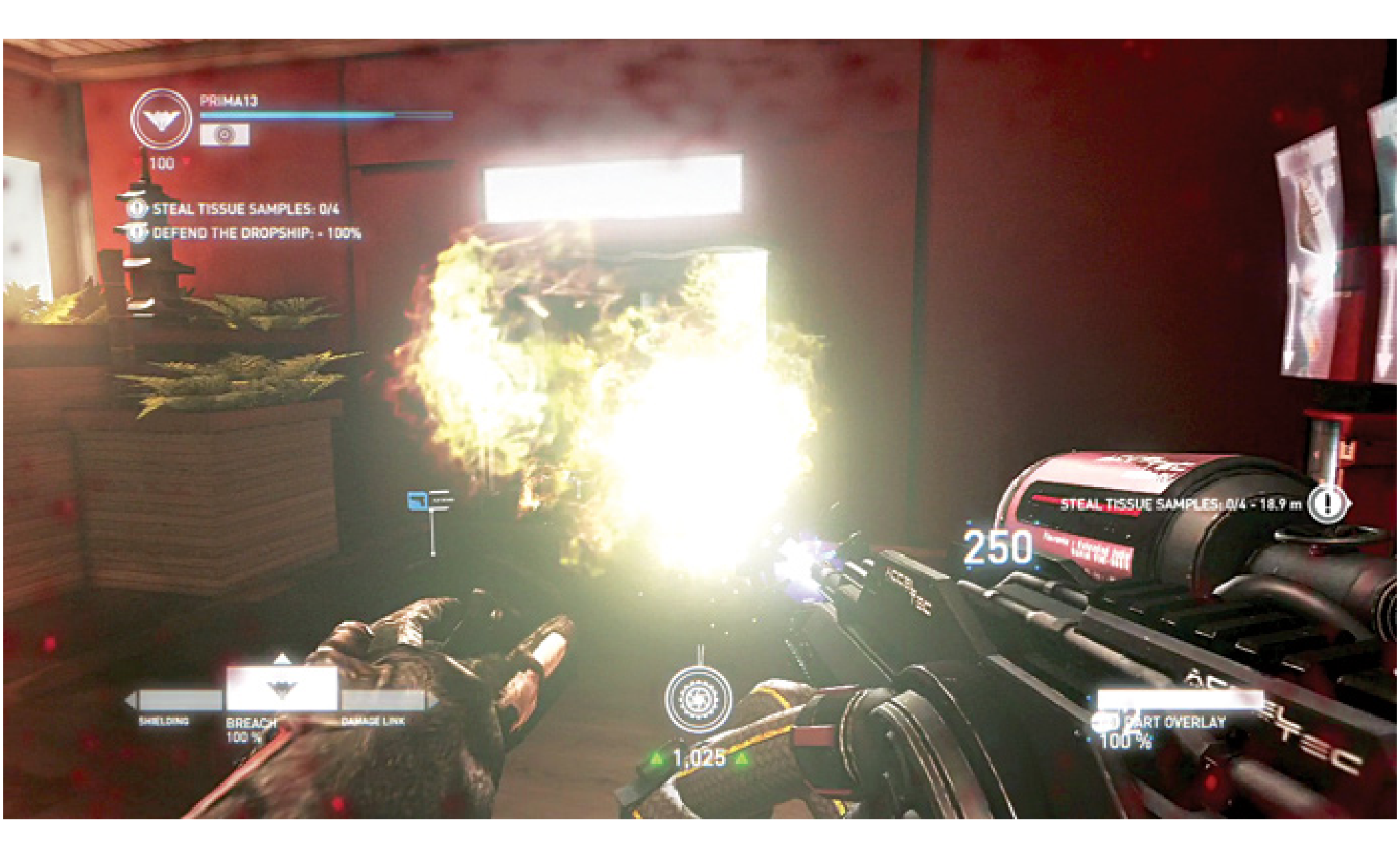
Everything appears calm as your dropship lands. However, as soon as you approach the Aspari personnel, they realize that you are not here to negotiate.

Quickly clear out the enemies near the landing pad. The support player should snipe at the enemies on the upper levels that are firing down on the team.


PRIMA13
STEAL TISSUE SAMPLES: 0/4
DEFEND THE DROPSHIP: - 100%
DART OVERLAY 100 %

Check out the security office next to the landing pad for ammo, a sniper rifle, and a thermite gun.

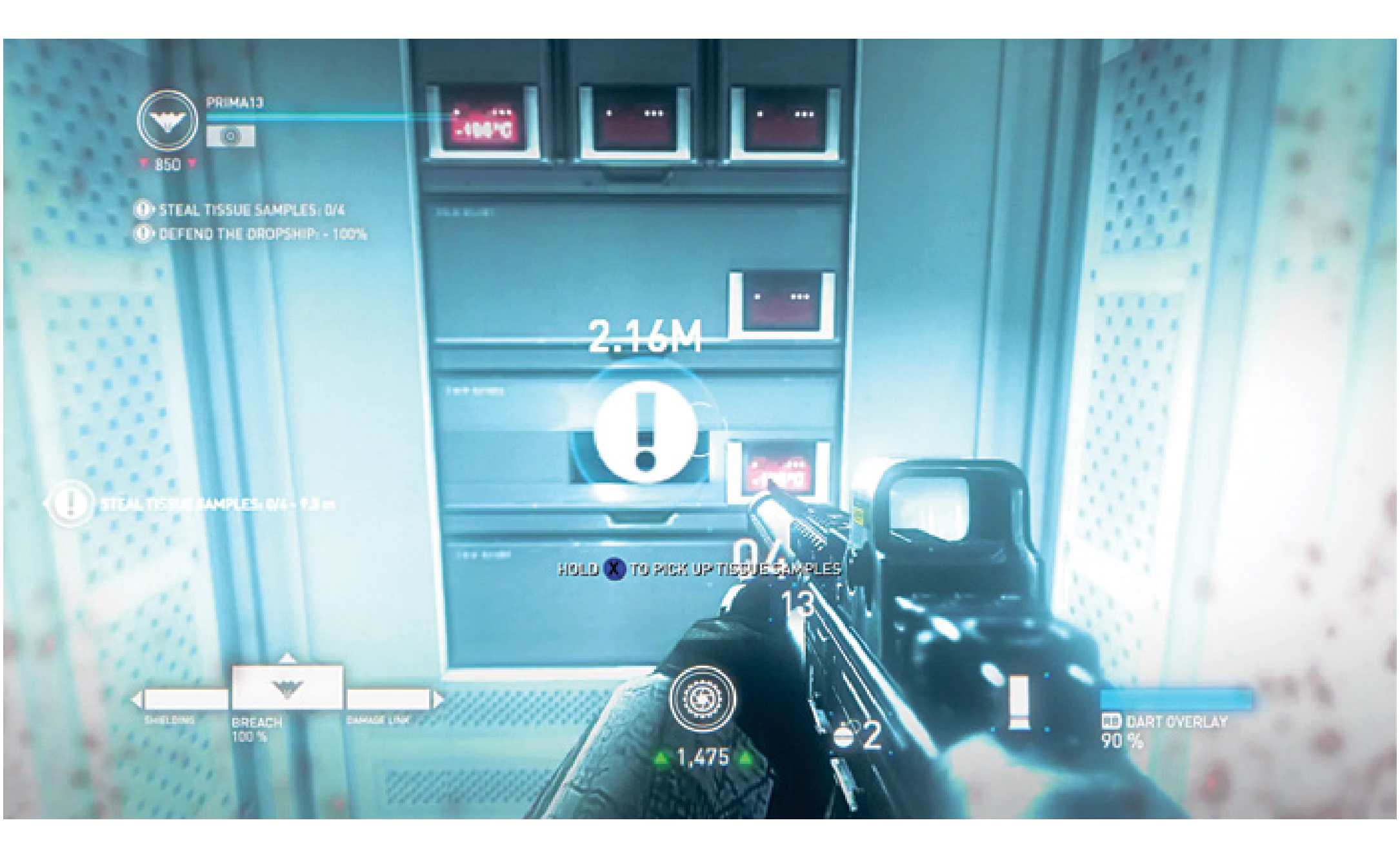
Then, as you continue around the corner, try to avoid the metal detector. Jump over the barrier to the right of the detector or you activate some enemy drones.


PRIMA13
STEAL TISSUE SAMPLES: 0/4
DEFEND THE DROPSHIP: - 100%
STEAL TISSUE SAMPLES: 0/4 - 18.9 m
DART OVERLAY 100 %

Clear out enemies in the hallway as you advance to the left. Keep going down some stairs and clear the large room in the lower level.

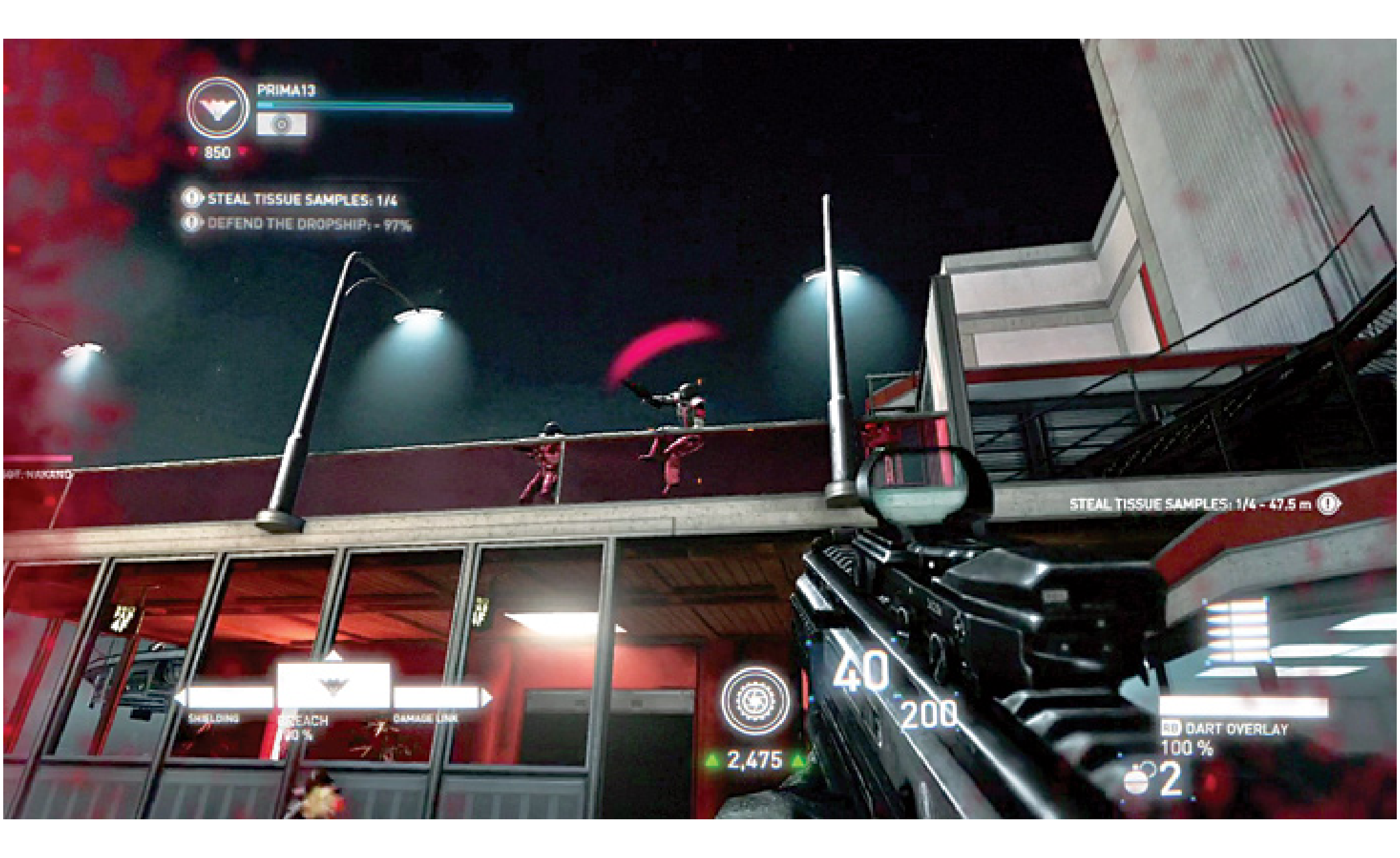
**Tip**

Before you pick up the samples, make sure you have a handgun or UMK submachine gun so that you have a weapon for use while carrying the sample.


PRIMA13
STEAL TISSUE SAMPLES: 0/4
DEFEND THE DROPSHIP: - 100%
2.16M
HOLD X TO PICK UP TISSUE SAMPLES
DART OVERLAY 90 %

Once the room is clear, all players should grab a tissue sample. There are four down here.

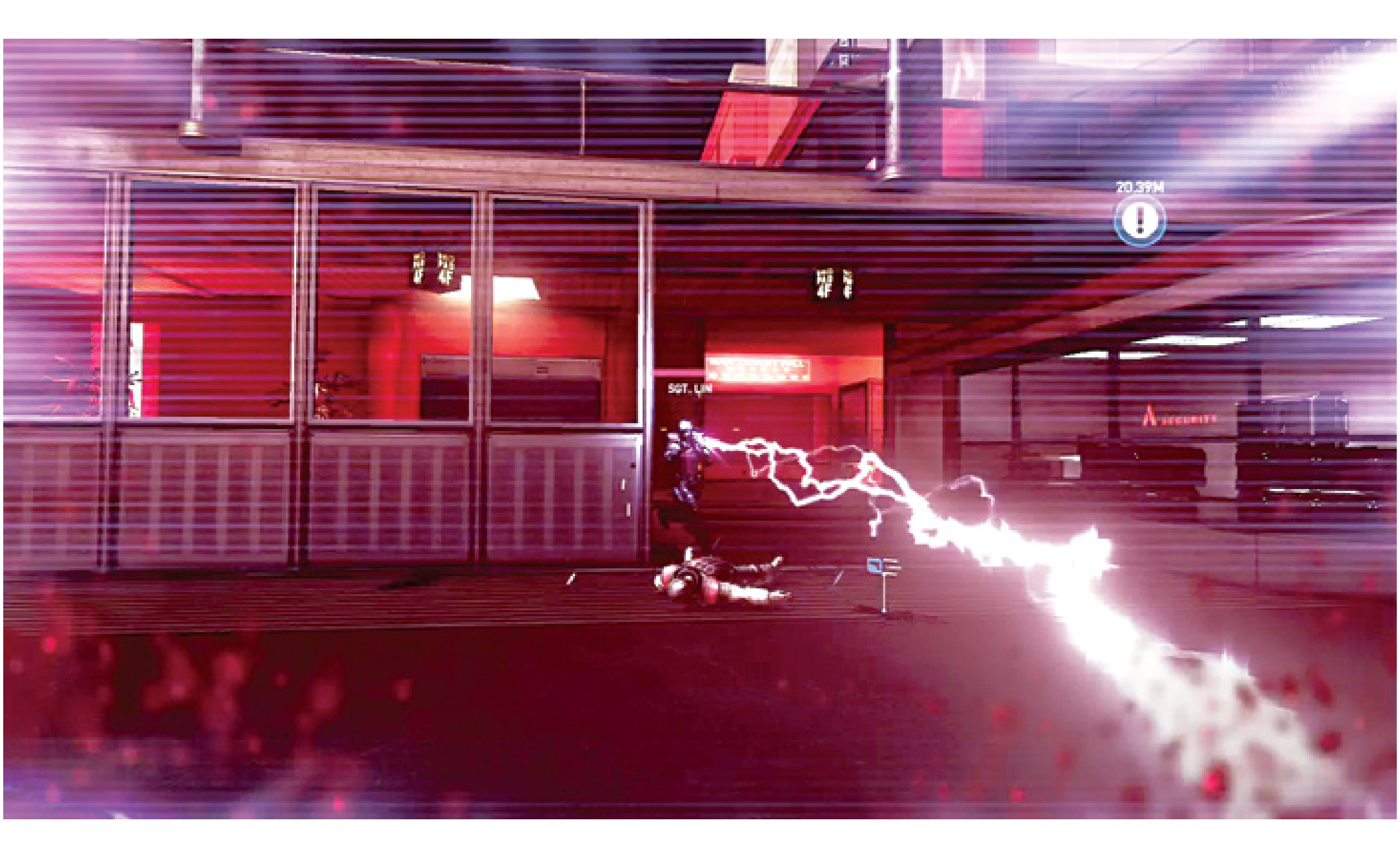
As soon as you do, rush out and make your way back to the dropship to deliver the sample. You have to fight your way out because more enemies rush you as you pick up the samples.


PRIMA13
STEAL TISSUE SAMPLES: 1/4
DEFEND THE DROPSHIP: - 97%
STEAL TISSUE SAMPLES: 1/4 - 47.5 m
DART OVERLAY 100 %

Enemies appear on the upper levels overlooking the landing pad. As soon as they drop off their samples, the support and defensive players should engage those enemies and focus on defending the dropship.

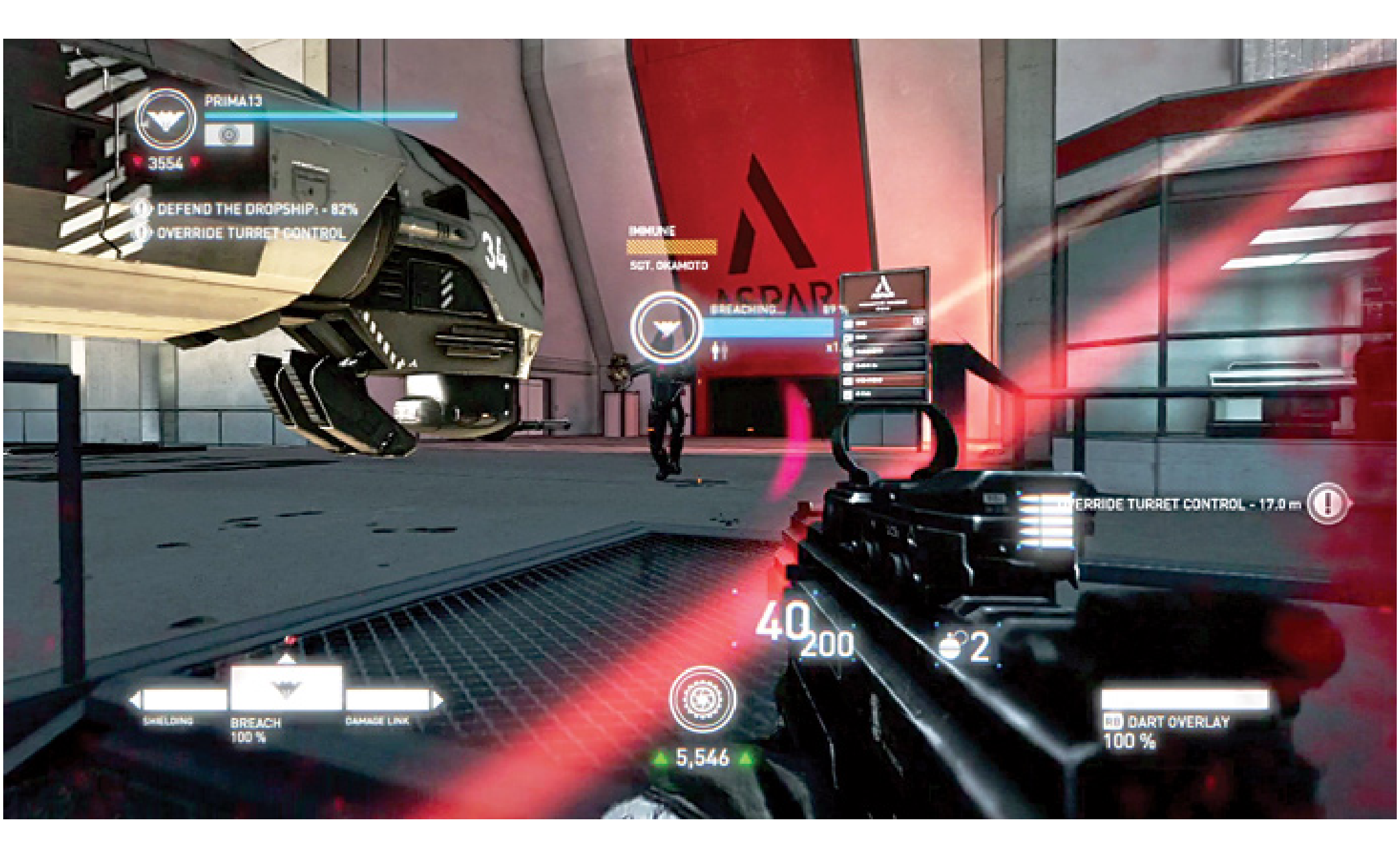
The sergeants with COIL laser rifles are priority targets since they can cause a lot of damage.

### Override Turret Control



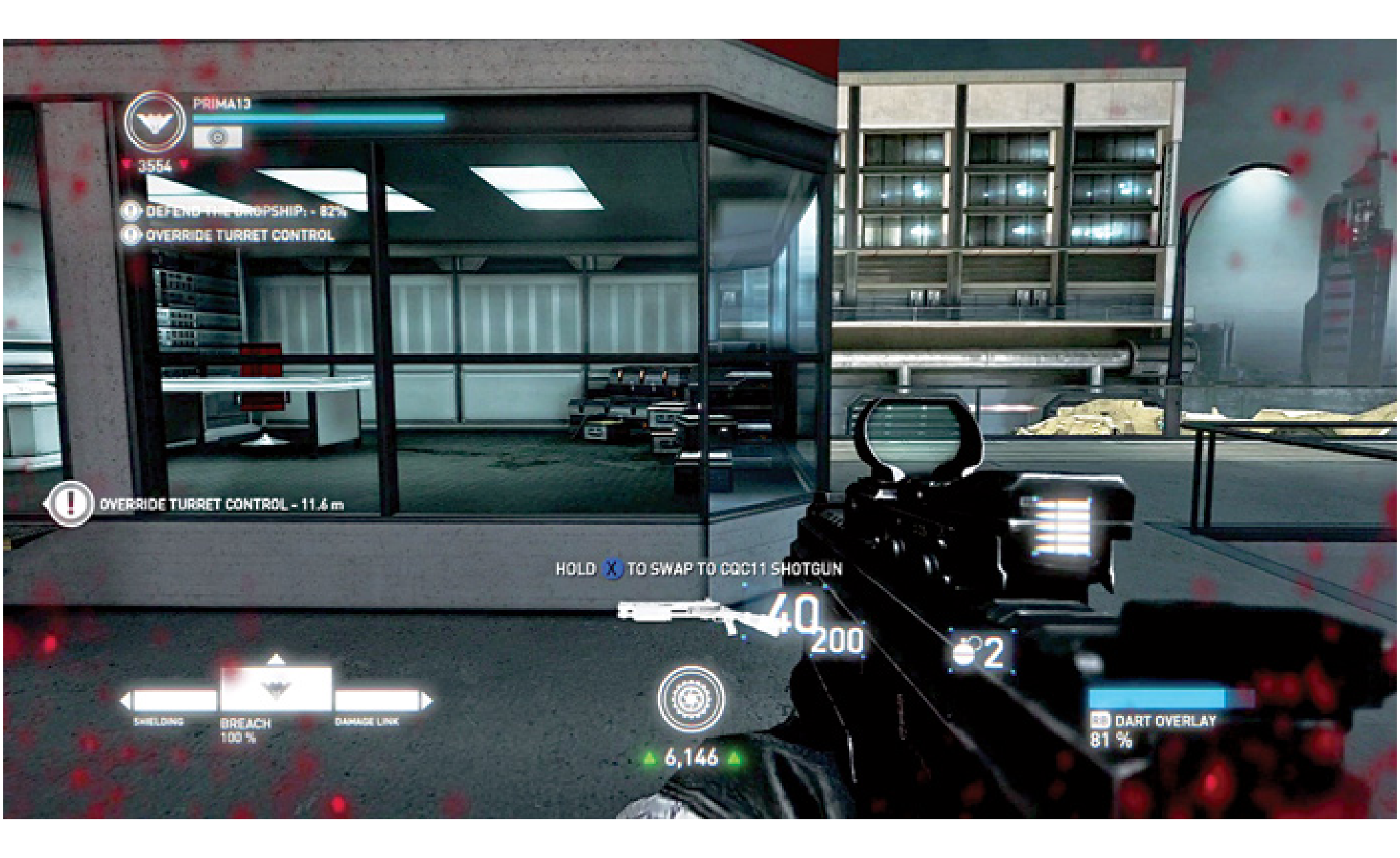
You now face a new weapon—the electron mace. If you get hit by one, you are shocked and can't move or fire and take damage.

Work together as a team and kill the enemies with these weapons when they have one of your team members under attack.


PRIMA13
DEFEND THE DROPSHIP: - 82%
OVERRIDE TURRET CONTROL
IMMUNE
SGT. OKAMOTO
OVERRIDE TURRET CONTROL - 17.0 m
DART OVERLAY 100 %

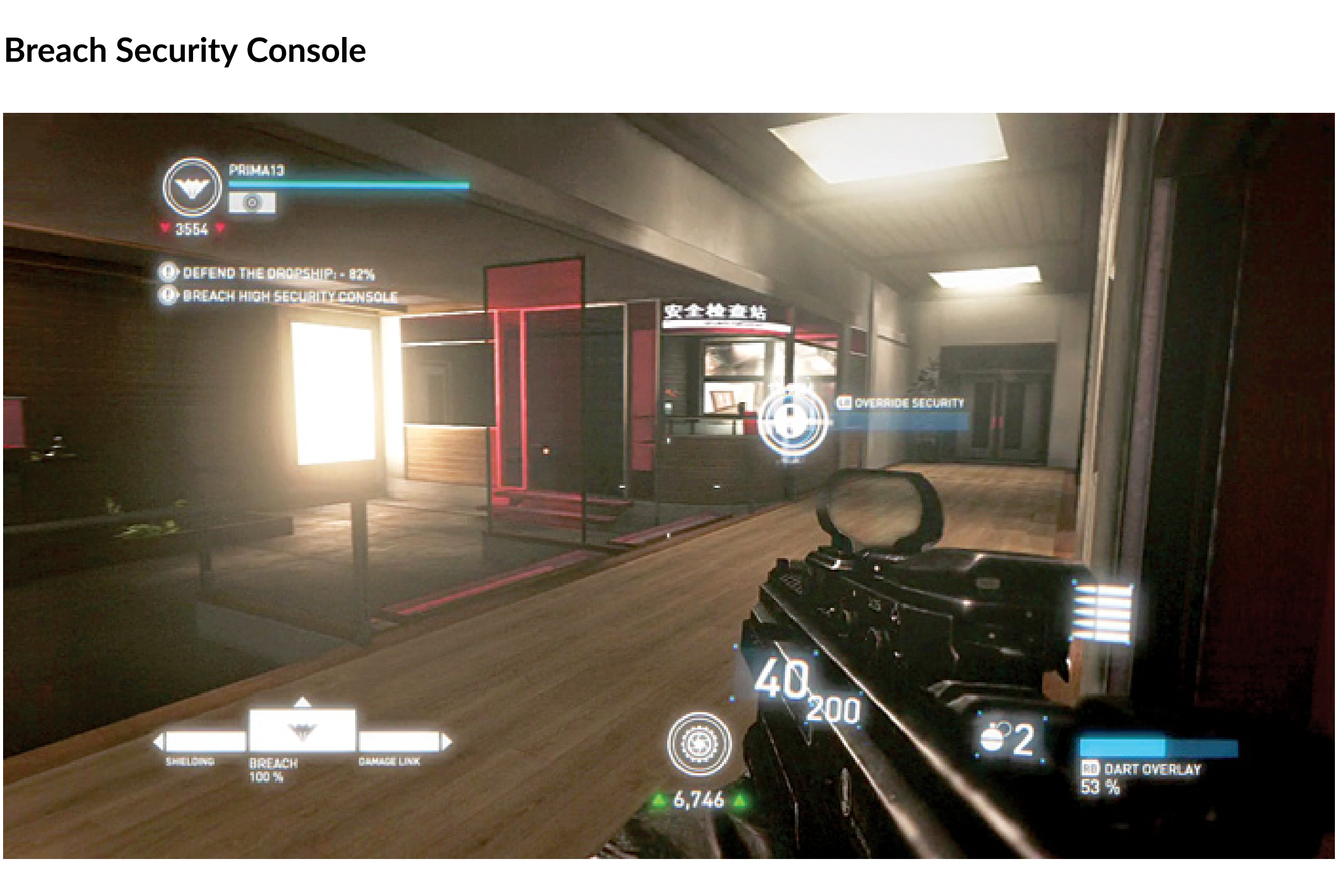
The offensive players need to deal with the turret. Therefore, while the other two players defend the dropship, the offensive players must rush back into the building and head up the stairs to the left of the security office.

At the top, you emerge onto another landing pad defended by a sergeant with liquid armor. Work as a team to breach his armor and kill him and then rip his chip.


PRIMA13
DEFEND THE DROPSHIP: - 82%
OVERRIDE TURRET CONTROL
OVERRIDE TURRET CONTROL - 11.6 m
HOLD X TO SWAP TO CQC11 SHOTGUN
DART OVERLAY 81 %

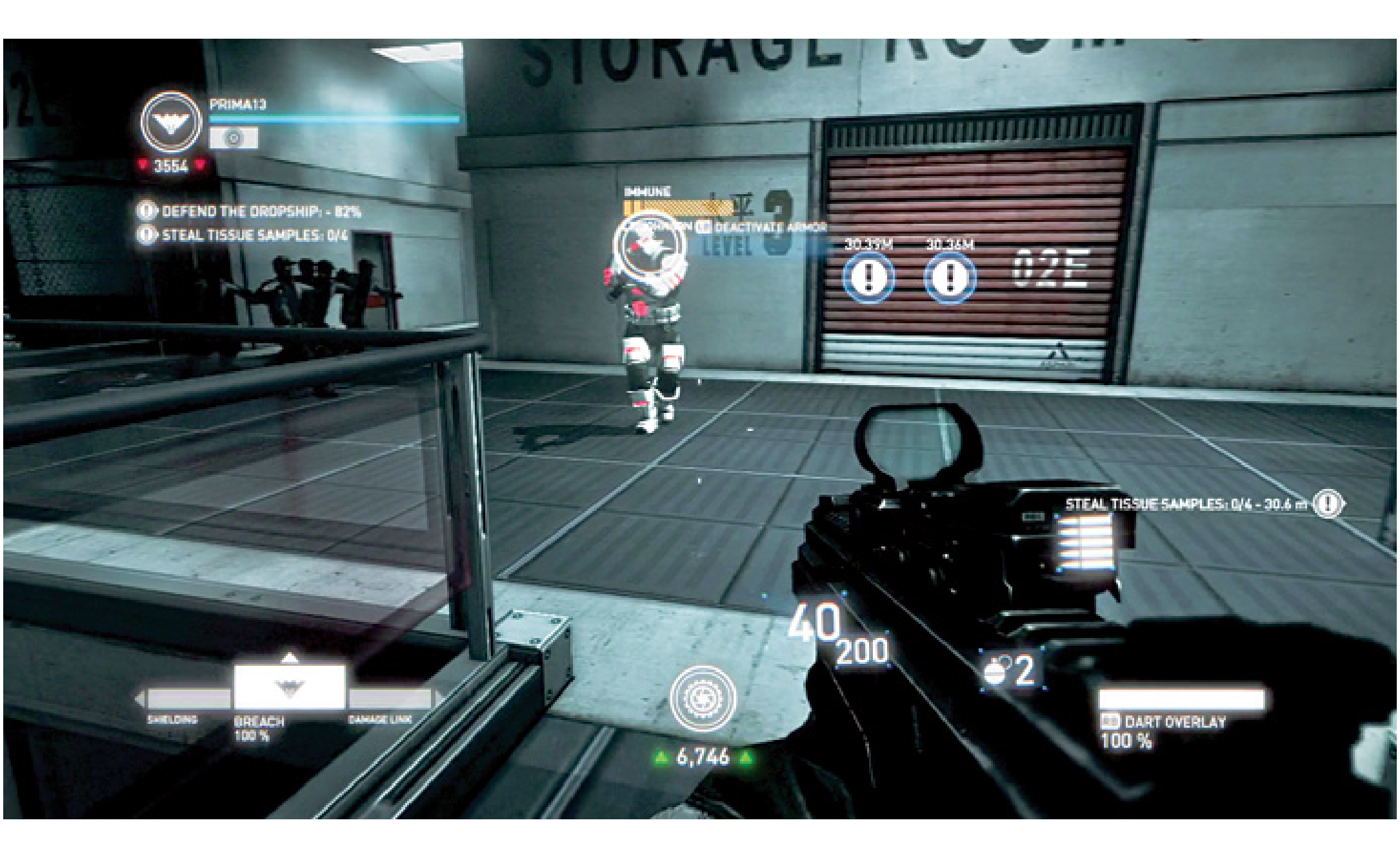
Now move into the nearby office and breach the controls to override the turret so it stops firing on your dropship and team members.

### Breach Security Console


PRIMA13
DEFEND THE DROPSHIP: - 82%
BREACH HIGH SECURITY CONSOLE
安全检查站
OVERRIDE SECURITY
DART OVERLAY 53 %

Fight off more enemies that come to attack and then move into the building. Once inside, turn to the right and locate an office. Breach the controls to override the security and unlock some doors.

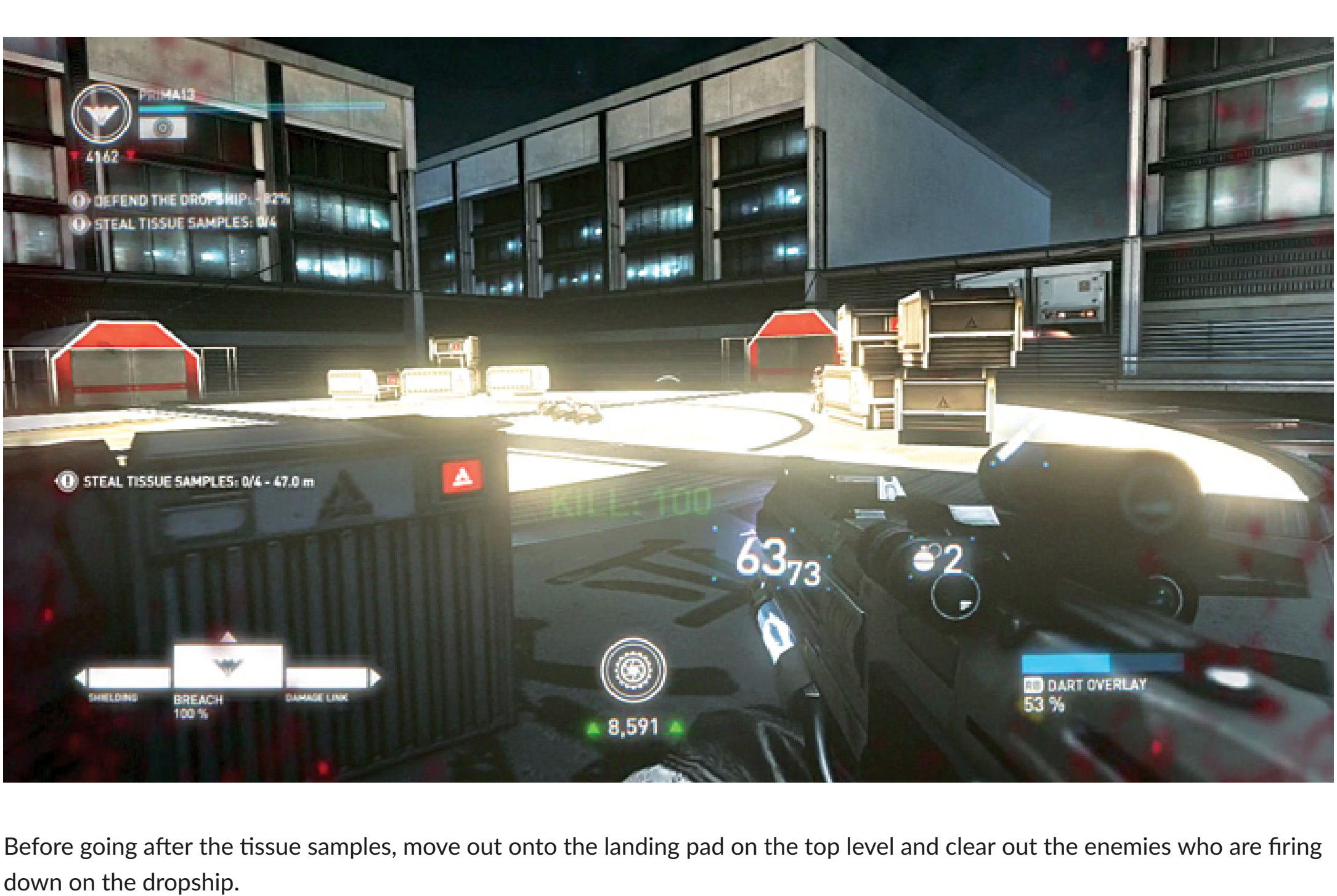
### Steal Tissue Samples


STORAGE ROOM
PRIMA13
DEFEND THE DROPSHIP: - 82%
STEAL TISSUE SAMPLES: 0/4
IMMUNE
DEACTIVATE ARMOR
02E
STEAL TISSUE SAMPLES: 0/4 - 30.6 m
DART OVERLAY 100 %

Head up the stairs toward the area where the tissue samples are stored. However, they are defended by several enemies including an officer with a COIL laser rifle and reactive armor.

There is not a lot of cover on the top level, so lure him down the stairs as you breach his armor.

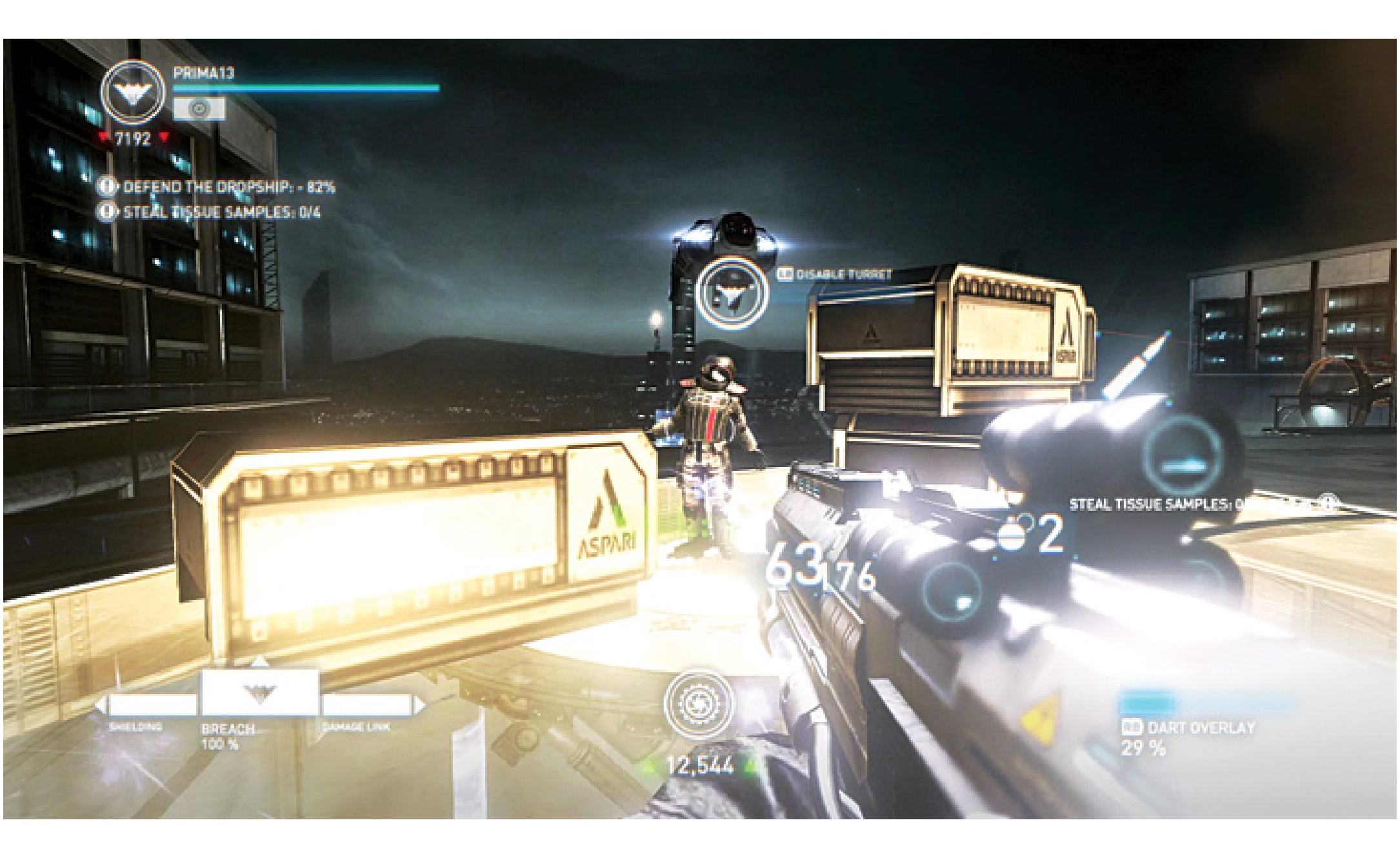
You want to get him to an area, such as the landing pad, where the two offensive players can have cover and attack him from different sides. Once he is dead, rip his chip.


PRIMA13
DEFEND THE DROPSHIP: - 82%
STEAL TISSUE SAMPLES: 0/4
STEAL TISSUE SAMPLES: 0/4 - 47.0 m
DART OVERLAY 53 %

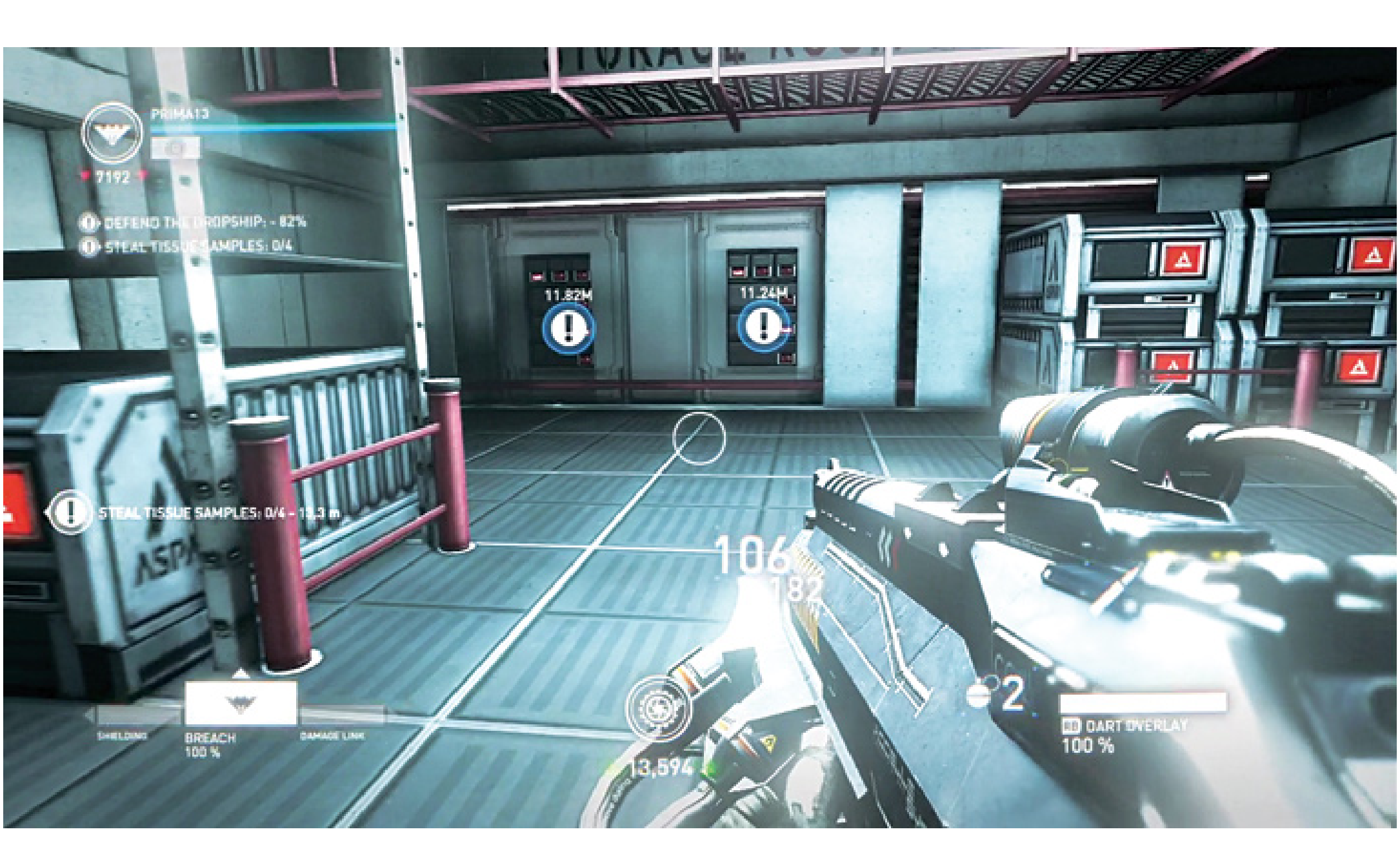
Before going after the tissue samples, move out onto the landing pad on the top level and clear out the enemies who are firing down on the dropship.

As the offensive players begin to engage these hostiles, the other players should come up and join them. There are lots of enemies here and the more firepower you have, the better.

Try picking up an electron mace and using it against the enemies. While one player shocks an enemy, the other can finish them off with their regular weapon.

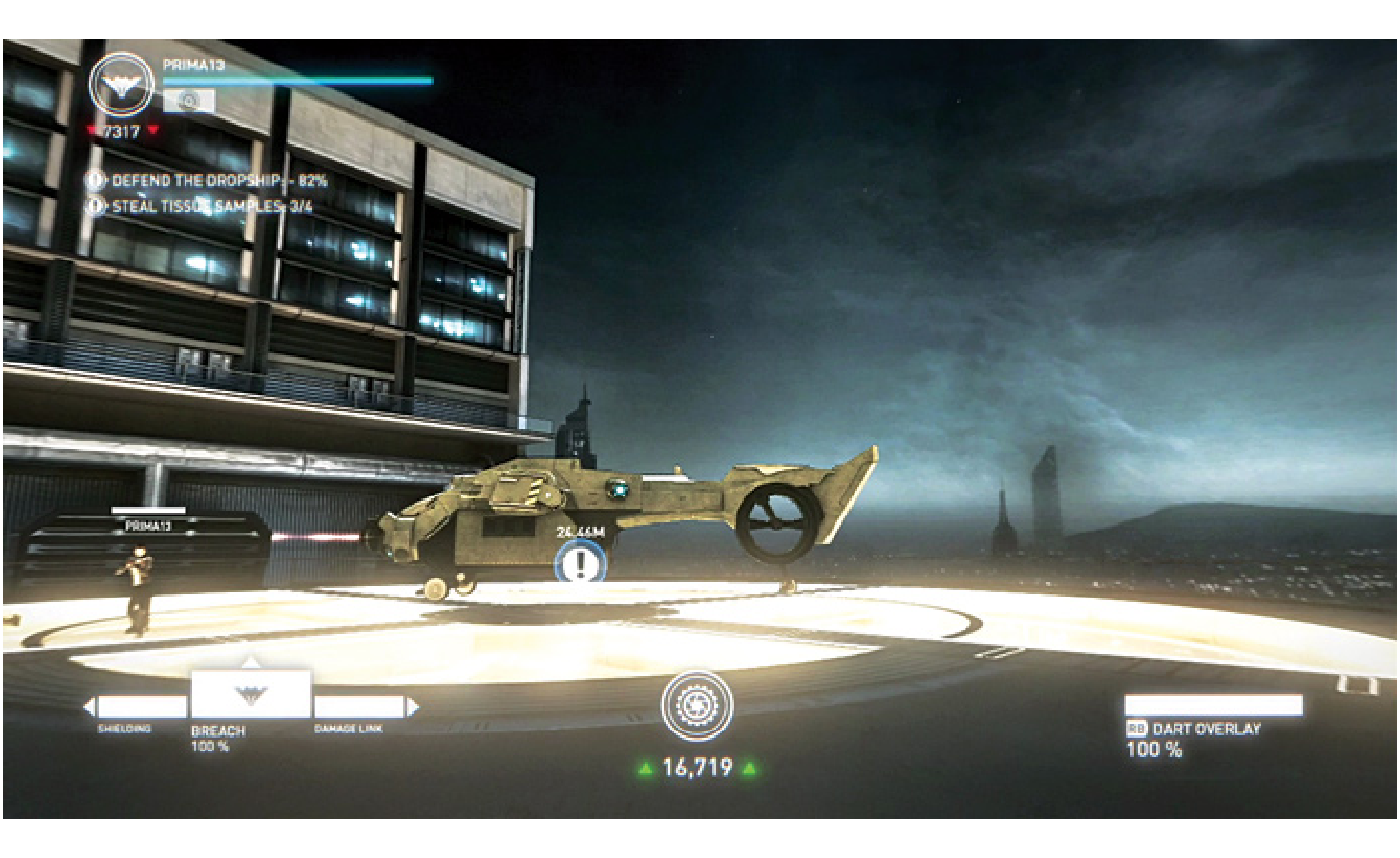

PRIMA13
DISABLE TURRET
ASPARI
DART OVERLAY 29 %

An enemy dropship appears and begins firing on your team. Disable its turret with a breach. Then be ready to deal with a lot of sergeants it unloads; they are armed with COIL laser rifles and electron maces.


PRIMA13
DEFEND THE DROPSHIP: - 82%
STEAL TISSUE SAMPLES: 0/4
11.82M
11.24M
STEAL TISSUE SAMPLES: 0/4 - 13.3 m
DART OVERLAY 100 %

Clear out all enemies in the facility and make sure every player has a sidearm or UMK submachine gun.

Then move into the storage rooms on the top level and steal four more tissue samples. There are two in each of the two storage rooms.

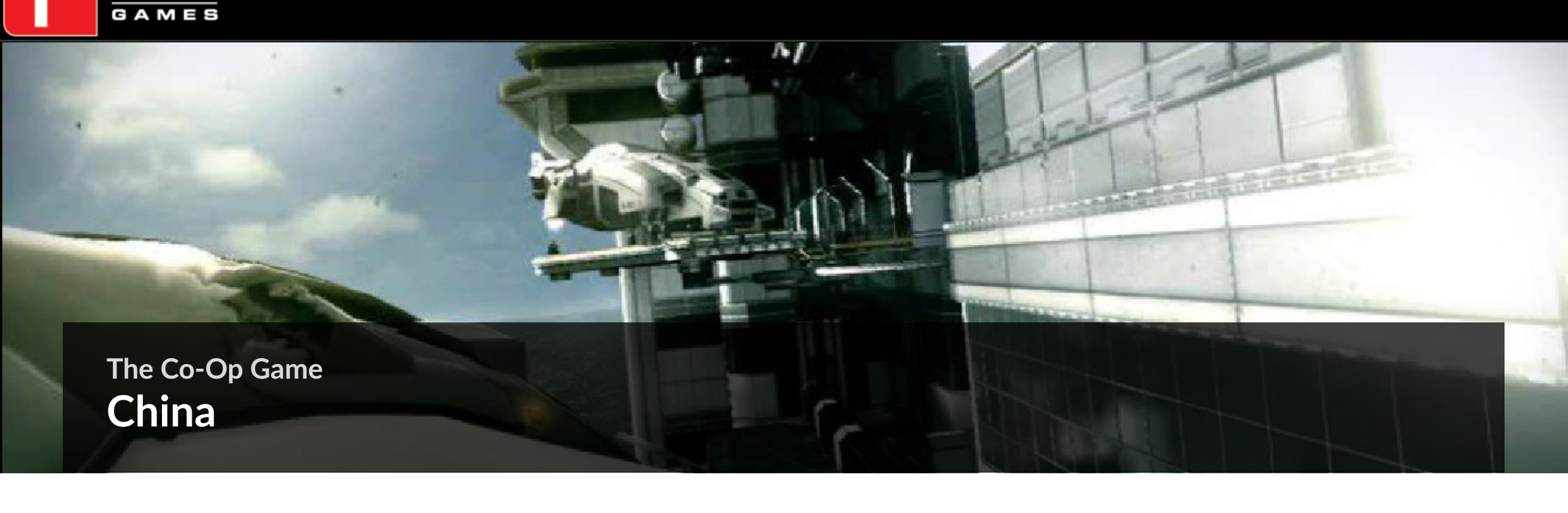

PRIMA13
DEFEND THE DROPSHIP: - 82%
STEAL TISSUE SAMPLES: 3/4
24.46M
DART OVERLAY 100 %

Defeat the drone that appears in each storage room once a tissue sample is taken, then as a team, rush back down the stairs and carry all of the tissue samples to the dropship.

If you have already cleared out the enemies, there should be little or no resistance. Once all four samples are on the dropship, the mission is a success.

### Tips from the Testers

- This mission is mostly undertaken indoors, so a balanced close- to medium-range weapon loadout is advised.
- Hold on to your handgun or UMK—these are the only weapons that can be used while carrying the cases containing tissue samples back to the dropship.
- Cases with tissue samples can be dropped to the ground and picked up again at a later time—this might be advisable if you run into too many enemies on the way back to the dropship.
- You can still breach, heal, and reboot while carrying tissue sample cases.
- A good tactic is to keep one or two Agents at the dropship to defend it and prevent the enemy from destroying it. A destroyed dropship means the Agents are stranded and the mission has failed.
- Another valid tactic is for all four Agents to pick up tissue sample cases at the same time, this will certainly add more direct fire power when meeting opposition, however do keep an eye on the damage level of the dropship.
- Remember to use applications such as Shielding and C2C Pulse to help you get across the killing grounds and disable the turret controls.
- Agents can jump from considerable heights without taking damage. Use this to your advantage.
- Aspari Corporation has an ample supply of troops in the area and will not hesitate to reinforce the area once they realize what you are up to. Be constantly aware of new troops pouring in from adjacent buildings or lower floors of the tower.
- Running through a metal detector in full combat gear will definitely set off the alarms and activate defense systems.



## The Co-Op Game
# China

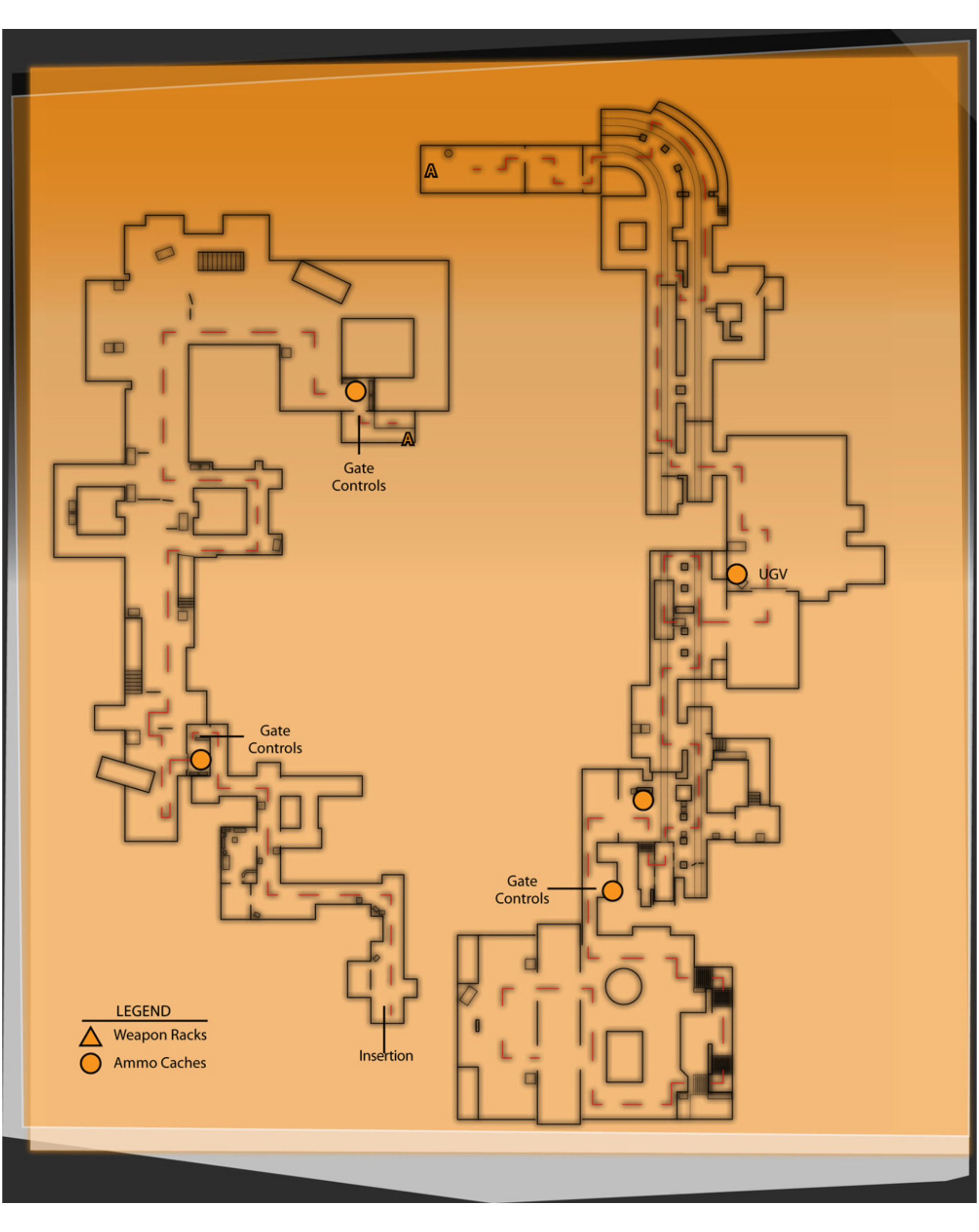
## /Intel

**Location:** Jiang-Su, China, 2069
**Codename:** Purge
**Suggested Number of Agents:** 4

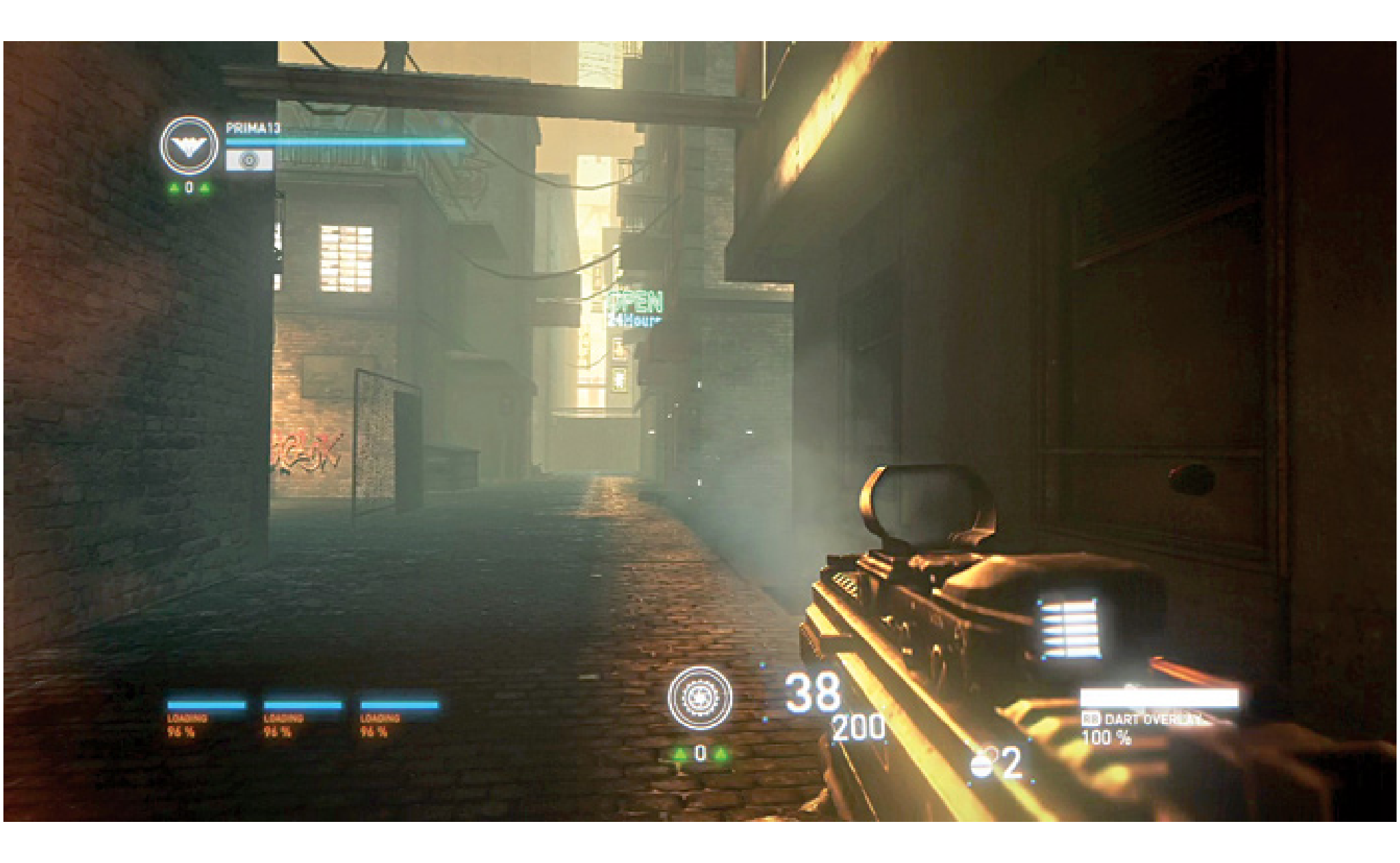
## /Executive

Agents, one of our insiders in the Asapri Syndicate has informed us of a military response against the Colorado incident. The mission objective is to intercept an attaché of military advisors en route to a pivotal planning meeting and to stop them before they reach their location.

You will be assisted by a tech team to gain access to the high-security Aspari tunnel network.

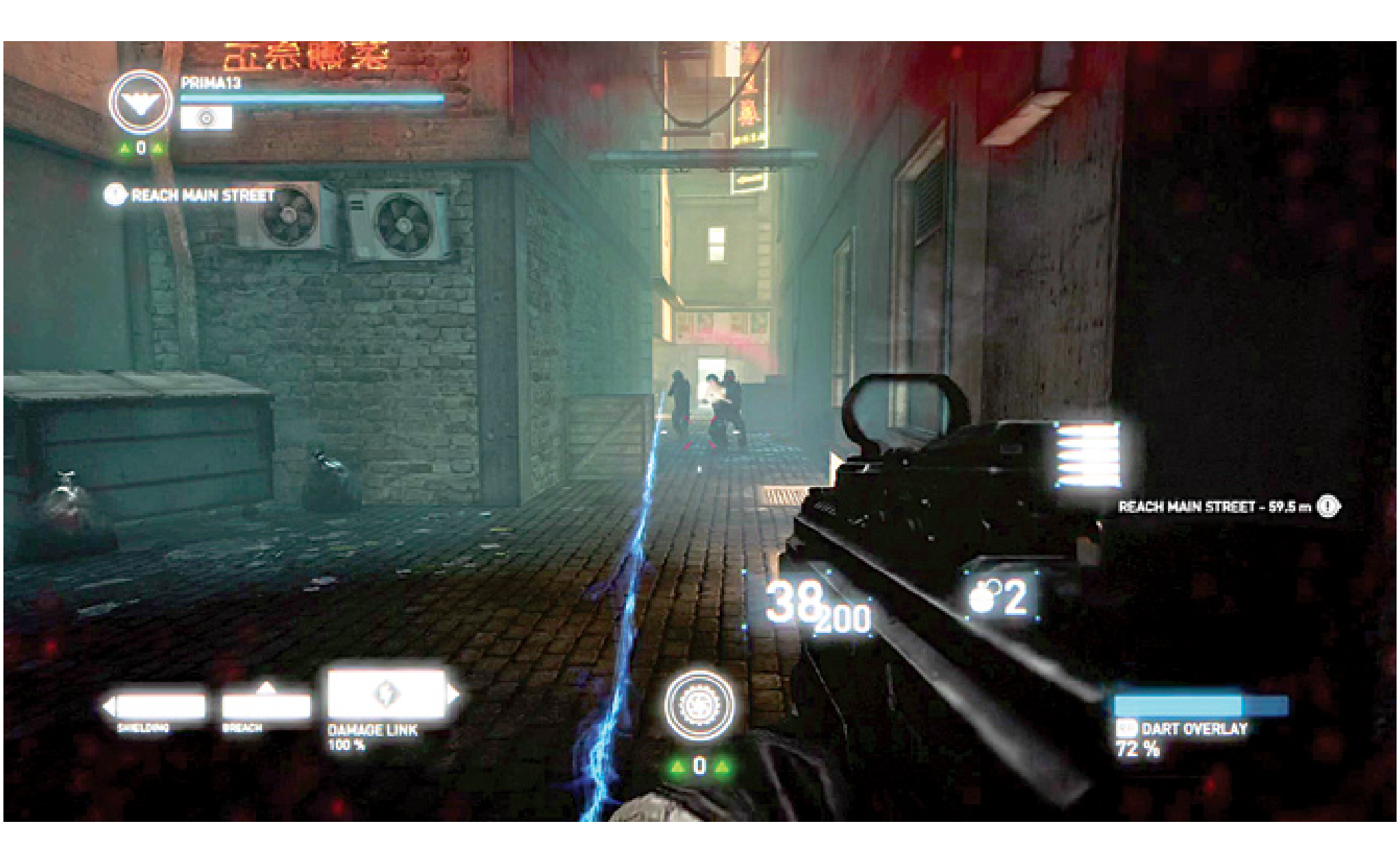

A
Gate Controls
A
UGV
Gate Controls
Gate Controls
LEGEND
Weapon Racks
Ammo Caches
Insertion

### Reach Main Street


PRIMA13
38
200
DART OVERLAY
100 %

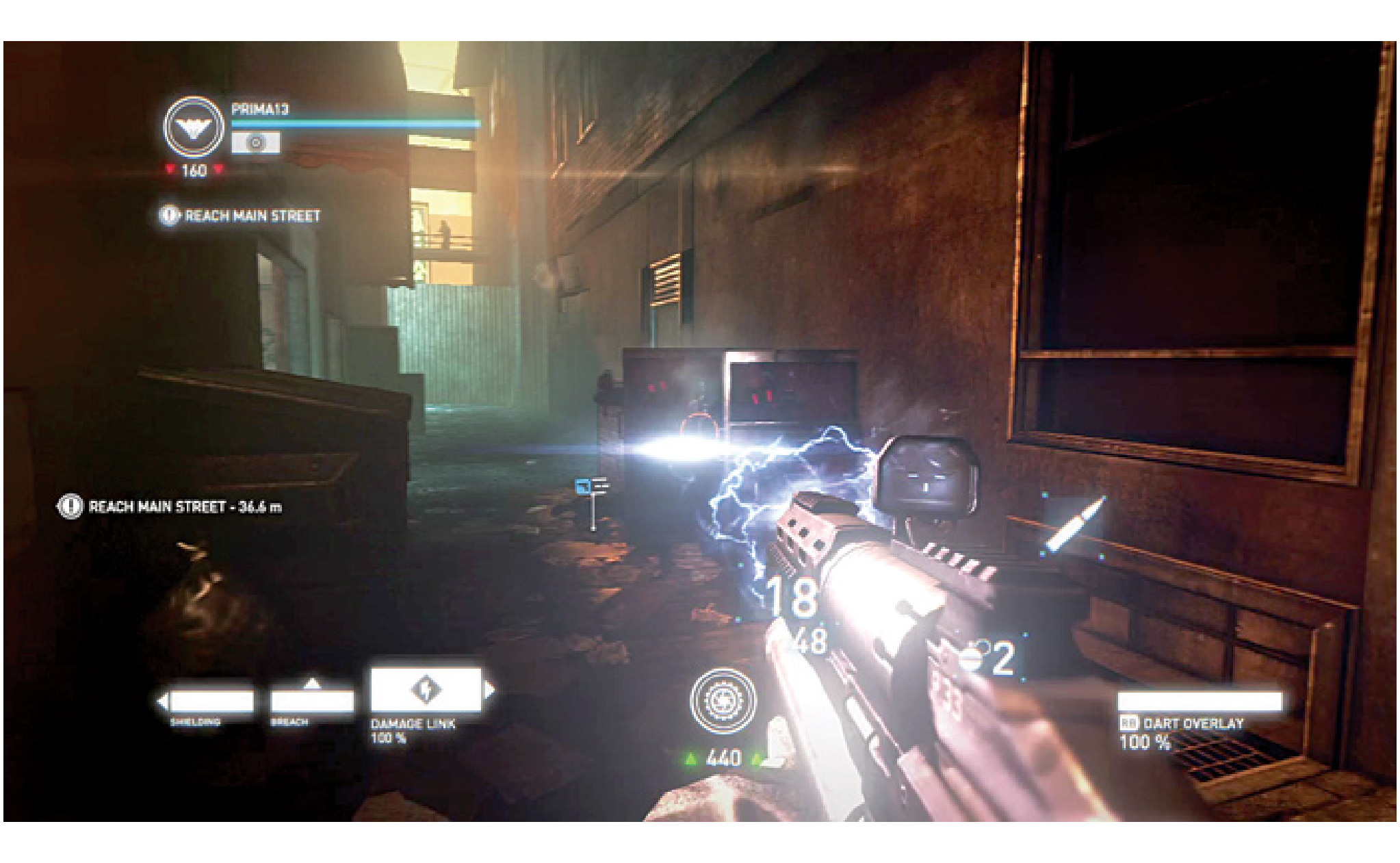
Your team is dropped off near an urban alley. As the offensive players take the lead, the defensive and support players follow behind.

The first opposition appears beyond the first turn to the left. Take cover behind walls along the sides of the alley and defeat the hostile police.

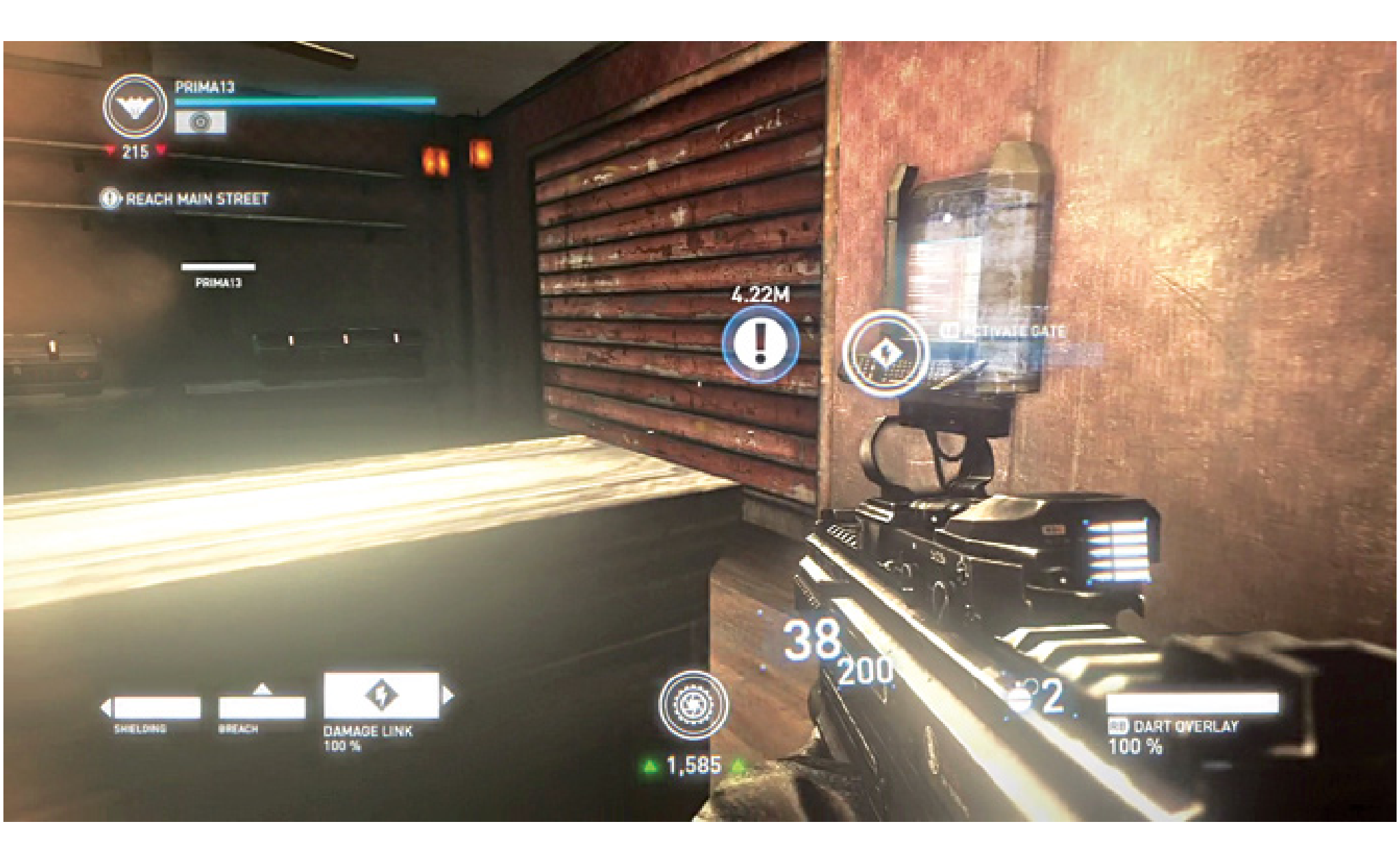

PRIMA13
REACH MAIN STREET
REACH MAIN STREET - 59.5 m
38
200
2
SHIELDING
BREACH
DAMAGE LINK
100 %
DART OVERLAY
72 %

Some of the police are carrying a new weapon—the riot lance. This weapon fires darts that stun you, similar to an electron mace. However, the riot lance has a longer range. The danger of being hit by a riot lance dart is that you can't move or shoot and are left temporarily helpless.

Therefore, it is important to stay together as a team so that if one player is hit with the dart, the other players can kill the enemy and heal the stunned player. When you can find a riot lance, swap out your handgun for it. You can find lots of ammo for the riot lance as you kill more police.


PRIMA13
REACH MAIN STREET
REACH MAIN STREET - 36.6 m
18
48
2
440
DART OVERLAY
100 %

Be sure to use the riot lance against police with riot shields. They drop their shields as they are stunned and can then be easily killed by other players.


PRIMA13
215
REACH MAIN STREET
4.22M
38
200
2
1,585
DART OVERLAY

Continue through the alleys until you come to a locked gate. Breach the controls to unlock it and pick up some ammo for your weapons. Once the team is assembled together in the room, the gate opens and you can move out onto Main Street.

### Enter Subway Tunnels

PRIMA13
365
ENTER SUBWAY TUNNELS
83.91M
40
200
2
1,835
DART OVERLAY
100 %

Now you must advance along Main Street. There are lots of enemies down the street and this is where the support player with a sniper rifle comes in handy.

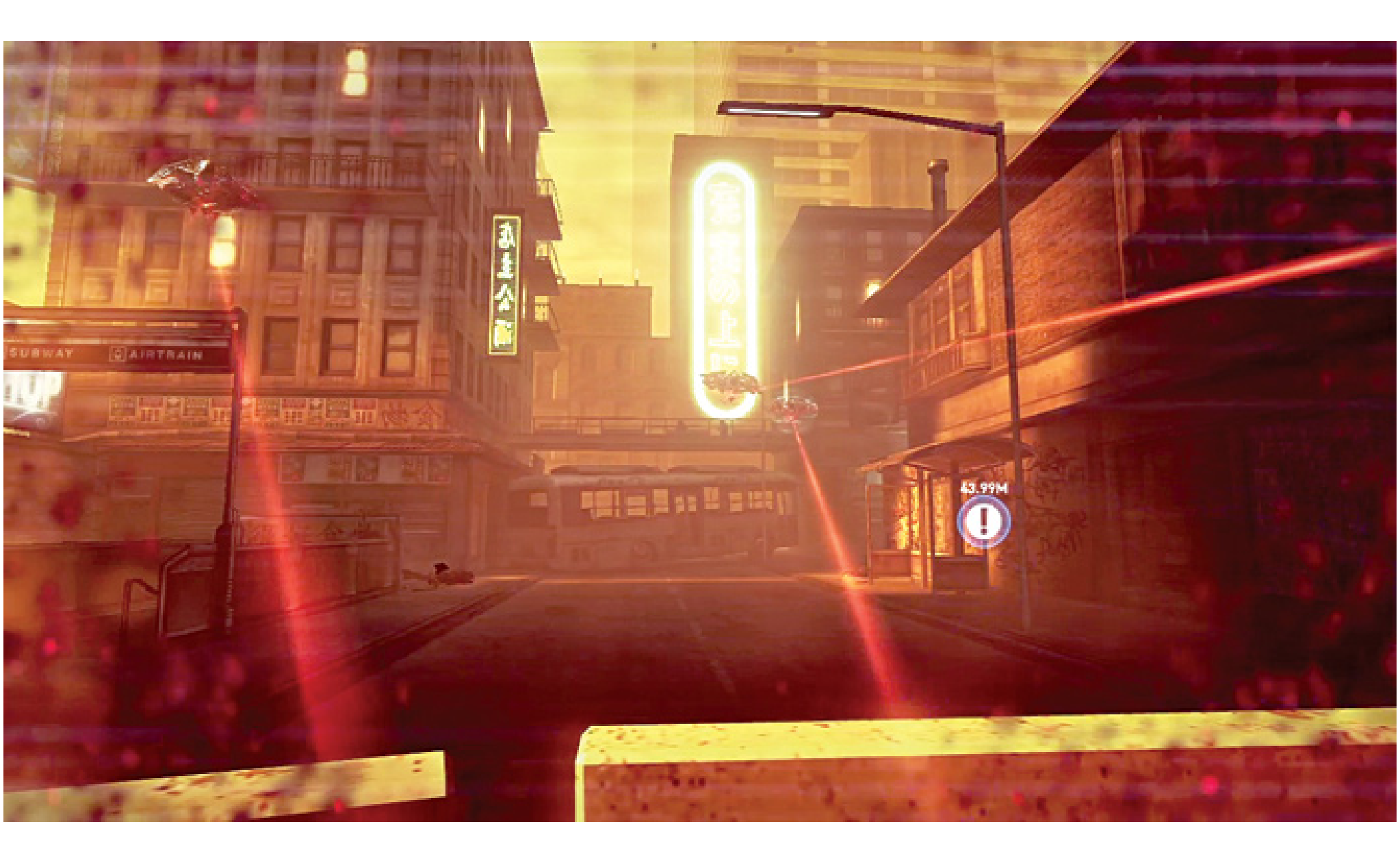
As the offensive players dash from cover to cover, the defensive and support players can fire at long range to kill enemies along the street as well as on elevated walkways.

Target the enemies with rocket launchers first. Then go after the UAV drones after the offensive players have disable their armor.

PRIMA13
1168
ENTER SUBWAY TUNNELS
ENTER SUBWAY TUNNELS - 31.5 m
38
202
2
2,238
DART OVERLAY
100 %

As the offensive players approach some barricades with lots of enemies behind them, move through one of the side alleys on either side of the street to come out behind the enemies and hit them from the flank.

A well-thrown grenade does a good job against a group of enemies.



Continue moving to the end of Main Street, where you have to fight more enemies, including a few UAV drones as well as a liquid soldier.

Neutralize them all and rip the chip from the armored enemy. Now move into a small room with some ammo and activate the gate controls to access the subway tunnels.

### Breach Through Tunnel

PRIMA13
2436
BREACH THROUGH TUNNEL
BREACH THROUGH TUNNEL - 99.4 m
40
200
2
2,651
DART OVERLAY
100 %

After going through the gate, drop down through an opening in the floor to get to the subway tunnels. Move through some debris and continue into the tunnels, which are well guarded by hostiles.

PRIMA13
3622
BREACH THROUGH TUNNEL
HOLD TO SWAP TO UMK-MARK IV SUB MACHINE GUN
40
200
3,467
DART OVERLAY
80 %
2

As you advance through the tunnels, take side passages to avoid UAV drones in the main tunnel. The DART overlay also is helpful in locating enemies in the semi-darkness.

The support player may want to pick up an assault rifle or submachine gun to use because it is difficult to fight with a sniper rifle in the close confines of the tunnels.

PRIMA13
4172
BREACH THROUGH TUNNEL
BREACHING...
3.54M
40
200
2
3,917
DART OVERLAY
100 %

Finally you come to a large room and can go no further. You must cut through to another tunnel. Luckily you have found a UGV. Breach it to program it to cut a hole through a wall.

### Defend the UGV

PRIMA13
5134
DEFEND THE UGV - 21%
SGT. TANAKA
40
200
2
5,632
DART OVERLAY
96 %

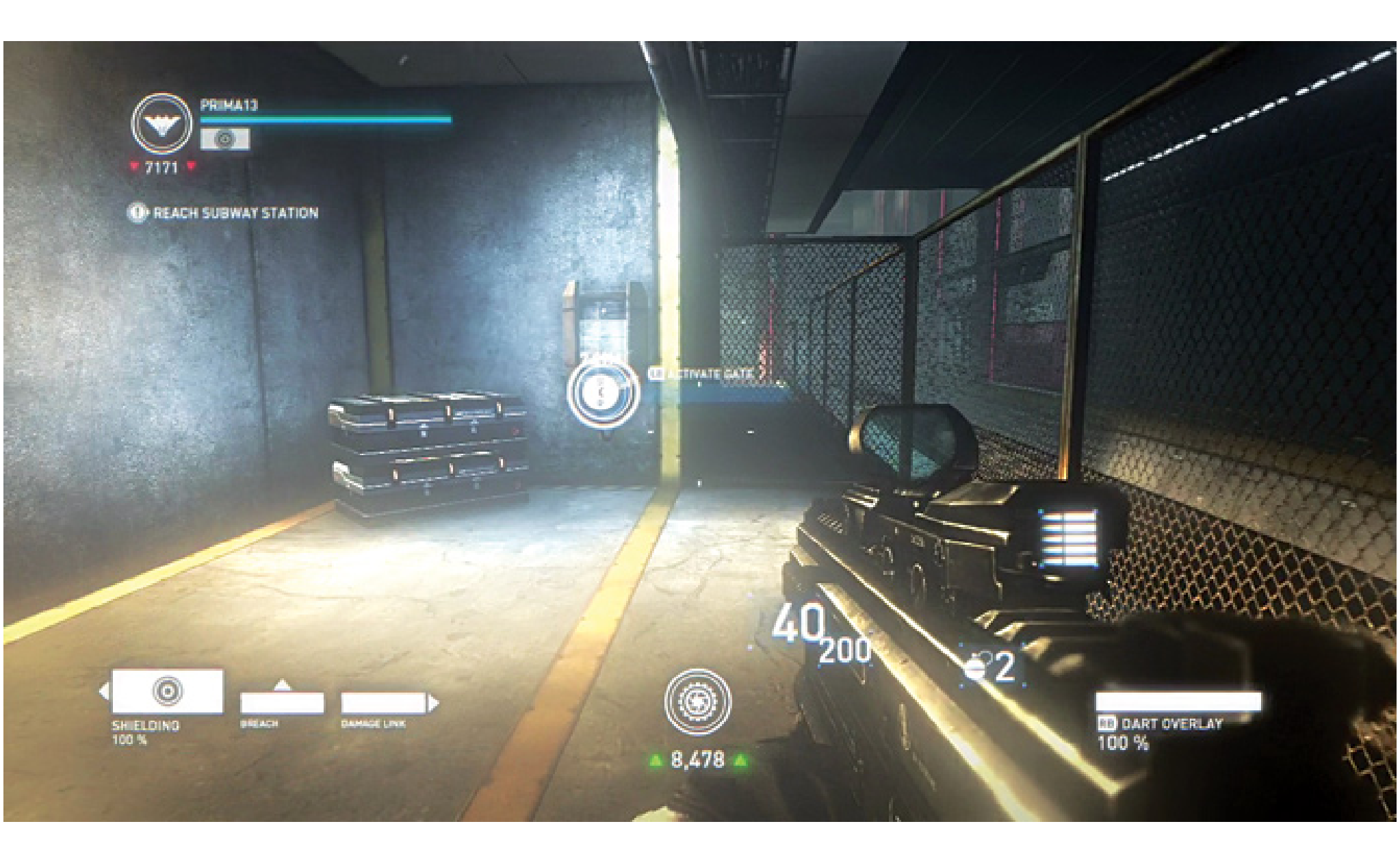
Once it has cut through the wall, the UGV advances on its own to the next location where you need to use it. However, the enemy comes at you from all directions to try to stop the UGV.

Watch the UGV's health in the objective list in the upper left corner of the screen. If its health reaches zero, the mission is a failure. The UGV slowly regains health when it is not being attacked. However, that is not very likely until after you eliminate all of the threats.

The UGV automatically begins cutting through another wall so you can get into another tunnel. Once it has completed its job, you no longer need to defend it.

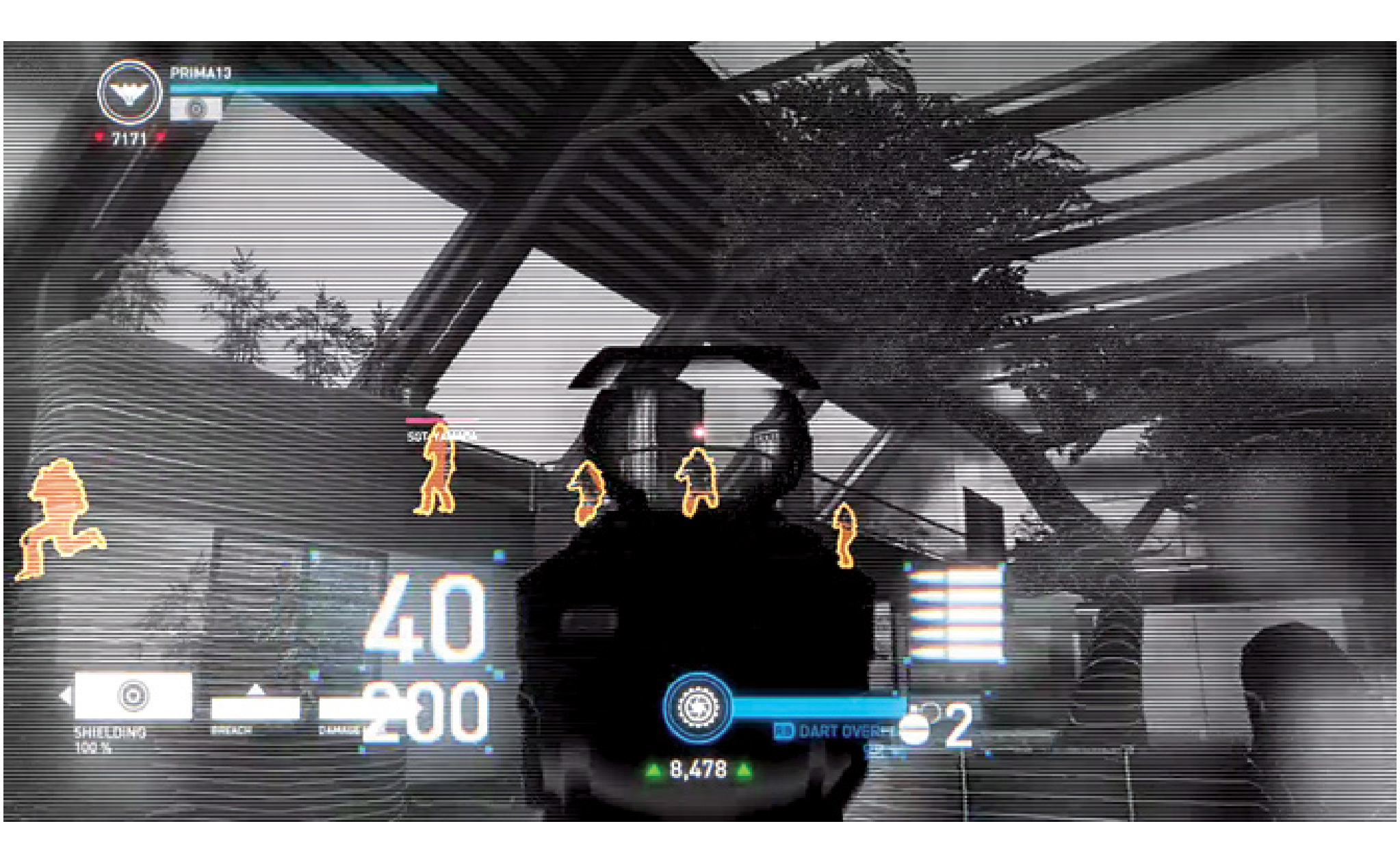
> **Tip**
>
> The defensive and support players should consider picking up a COIL laser rifle in the subways. They come in handy for the final objective.

### Reach Subway Station


PRIMA13
7171
REACH SUBWAY STATION
ACTIVATE GATE
40
200
2
SHIELDING
100 %
8,478
DART OVERLAY
100 %

Advance through the hole cut by the UGV and follow a walkway along a subway track to a gate. Breach the controls to open the gate and pick up some ammo.

Once all team members are together, the gate opens and you can continue to the subway station.


PRIMA13
7171
40
200
SHIELDING
100 %
8,478
2

Clear out the enemies guarding the subway station.

They are on the upper level to the left. Once they are eliminated, the support and defensive players should take up positions on the upper level with good vantage points to the area below.

Meanwhile the offensive players should take cover and wait for a subway train to arrive with the final objective.

### Terminate the Generals

PRIMA13
8174
TERMINATE THE GENERALS
OUT OF RANGE
IMMUNE
40
200
2
SHIELDING
100 %
8,775
DART OVERLAY
100 %

When the train pulls in, locate the enemy generals and their accompanying military advisors. The generals are wearing reactive armor.

Once the offensive players have breached the armor and are moving around seeking cover, the defensive and support players can hit the enemies from above. Watch out for UAV drones that appear as well.

PRIMA13
8556
TERMINATE THE GENERALS
PRIMA13
IMMUNE
IMMUNE
DEACTIVATE ARMOR
TERMINATE THE GENERALS - 19.7 m
40
200
2
SHIELDING
BREACH
100 %
DAMAGE LINK
9,218
DART OVERLAY
0 %

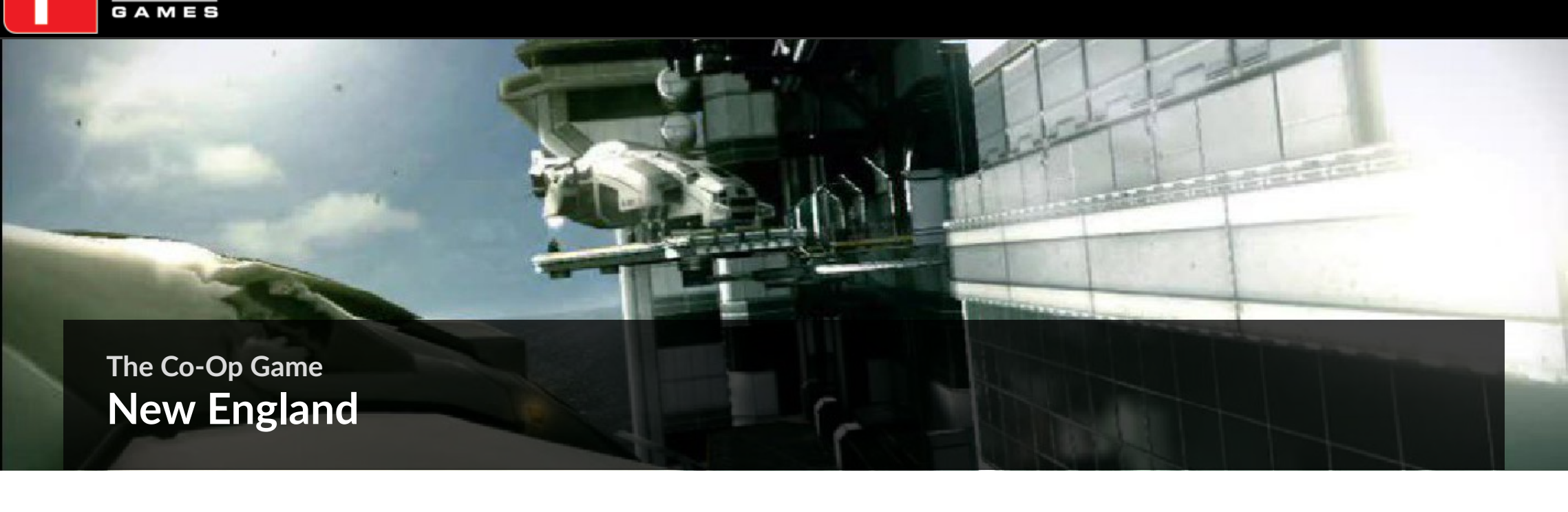
Use apps that benefit the team to keep the offensive players alive since the generals are gunning for them.

Lure the two generals into positions where the support and defensive players can hit them from above.

Use the COIL lasers to inflict a lot of damage on the generals while their armor is down. Once both generals are killed, rip their chips and end the mission with success.

### Tips from the Testers

- Having an assault rifle as a primary weapon is an advantage, particularly in the first part of the mission.
- Keep an eye out for enemies on higher elevations—look for laser sights.
- Grenades are very useful when dealing with riot shield police units—you might consider conserving them.
- Stick with your team. Police are known to use riot lances and electron maces—a gung-ho approach can quickly see you separated from your team and stunned in the middle of several enemies.
- Picking up a LAW on Main Street and bringing it to the underground tunnels can be a lot of fun.
- Losing the UGV will mean mission failure. Stick with it and protect it.
- The subway station has some elevated positions that give you a slight advantage when facing the tougher enemies.



The Co-Op Game

# New England

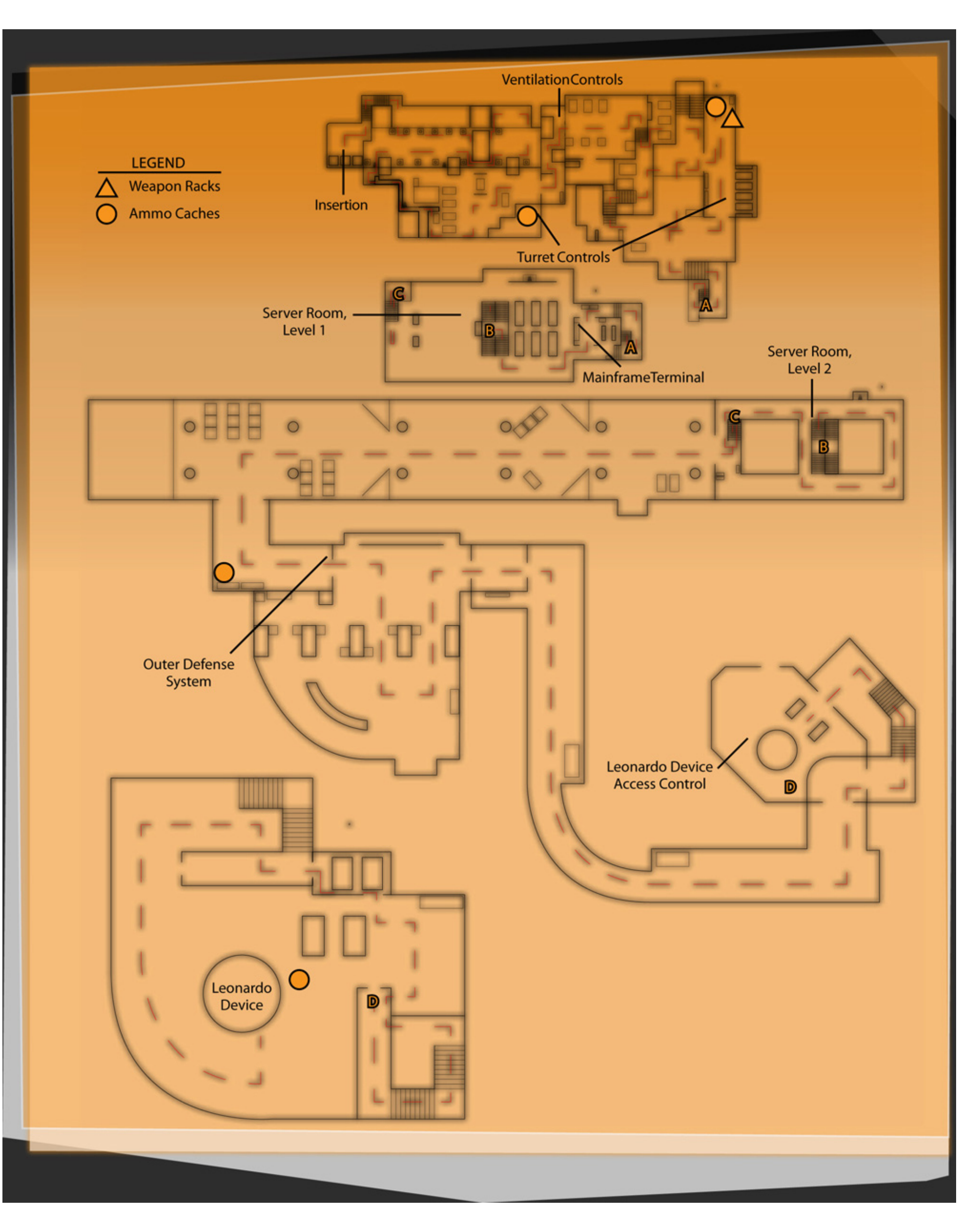
## /Intel

**Location:** Boston, New England, 2069
**Codename:** Anarchy
**Suggested Number of Agents:** 4

## /Executive

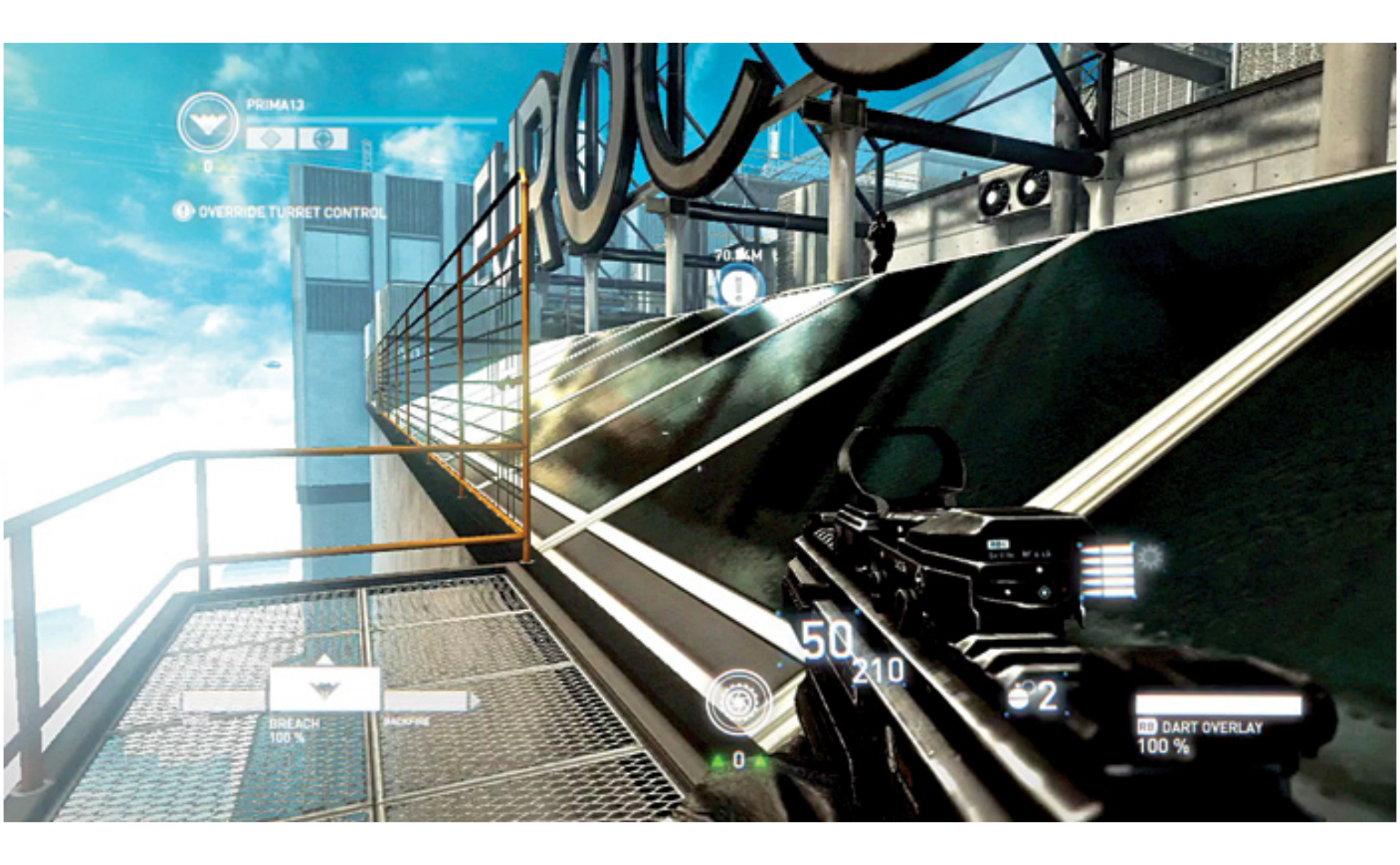
Agents, the time has come to strike at the heart of EuroCorp. I want you to go in and secure their highly praised Leonardo Device.

If it remains in EuroCorp hands, they will be able to produce high-quality Agents at an alarming rate. We must deny them this advantage and claim it for ourselves.



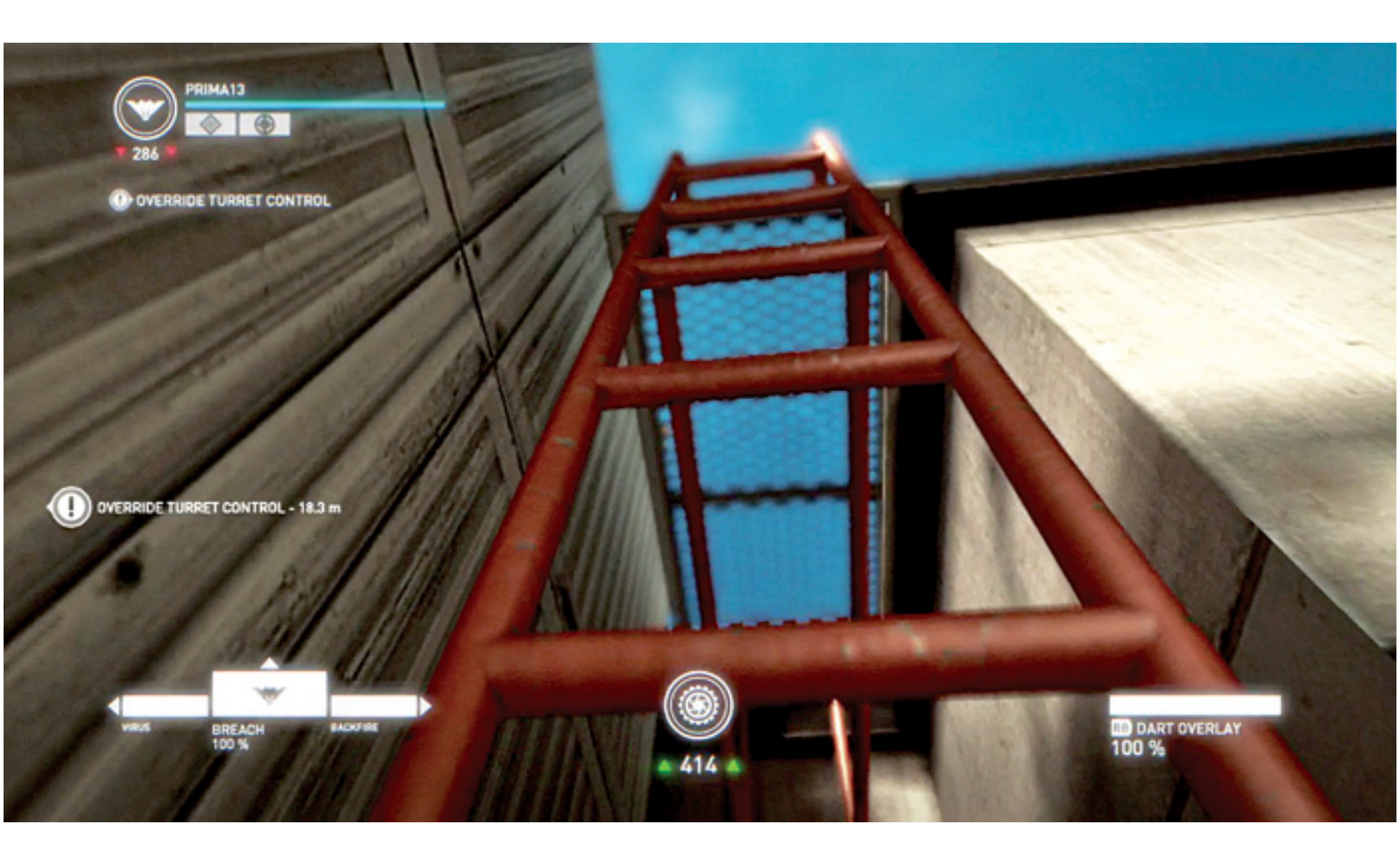
LEGEND
Weapon Racks
Ammo Caches
Ventilation Controls
Insertion
Turret Controls
Server Room, Level 1
Mainframe Terminal
Server Room, Level 2
Outer Defense System
Leonardo Device Access Control
Leonardo Device
A
B
C
D

### Override Turret Control



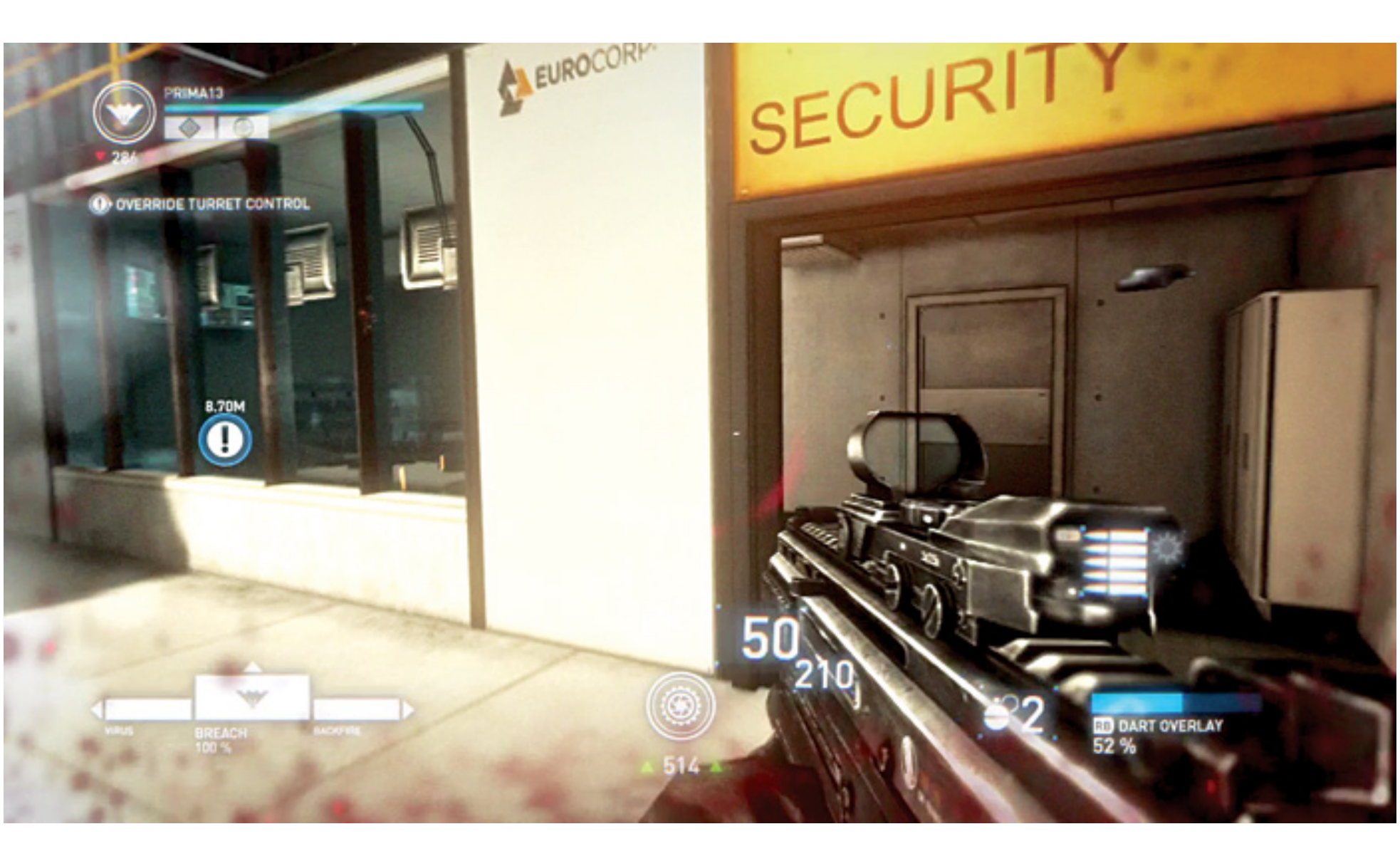
PRIMA13
OVERRIDE TURRET CONTROL
BREACH 100 %
DART OVERLAY 100 %

Your dropship lands on a landing pad and the team disembarks. Head up the stairs to the rooftop. You can walk across the solar panels to get up to the flat part of the roof. Be ready for a fight.



PRIMA13
OVERRIDE TURRET CONTROL
OVERRIDE TURRET CONTROL - 18.3 m
BREACH 100 %
DART OVERLAY 100 %

Climb up ladders located along the back wall to get up to the higher portion of the roof where enemies are positioned as they fire down on you below.

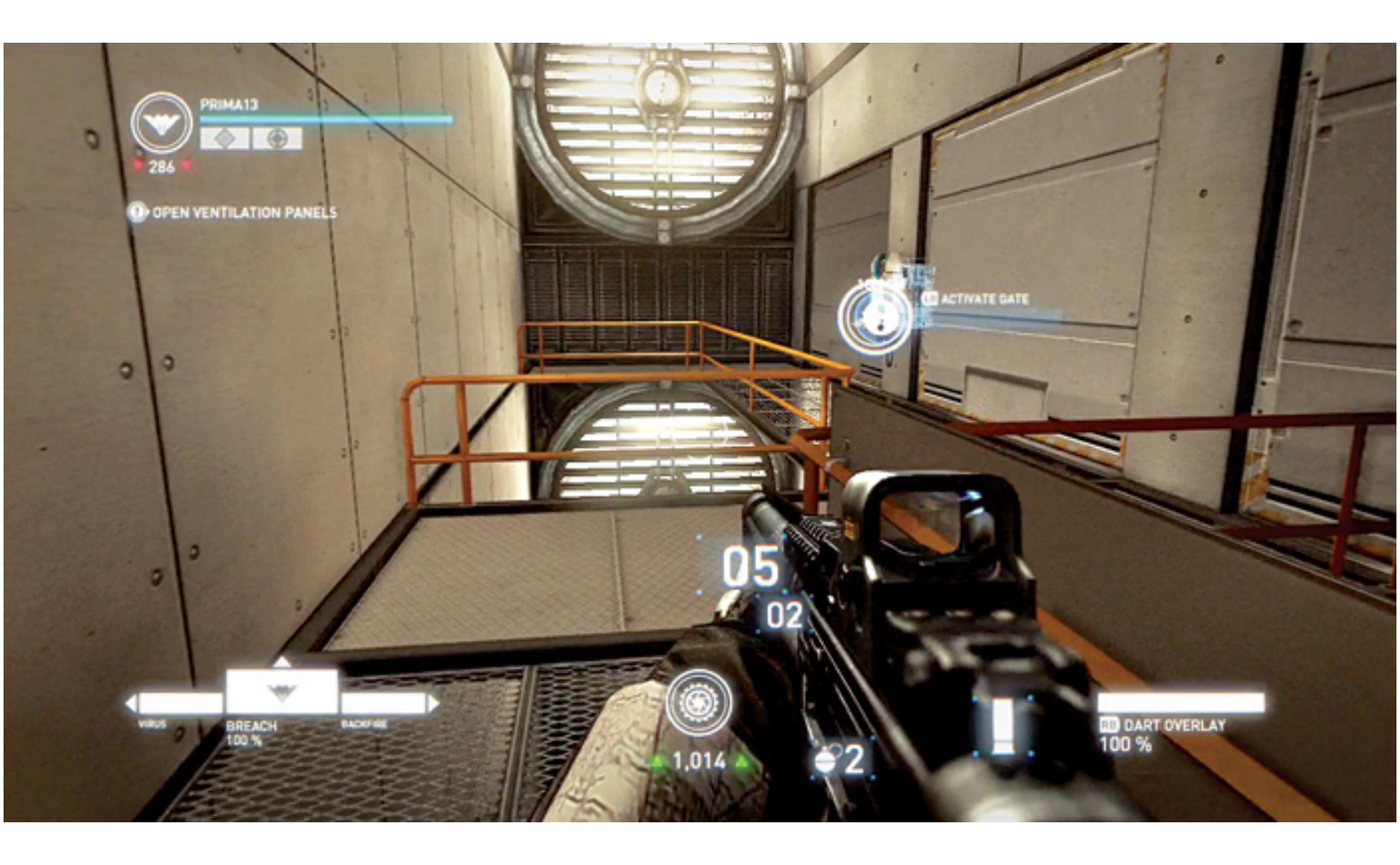


EUROCORP
SECURITY
OVERRIDE TURRET CONTROL
DART OVERLAY 52 %

Take cover immediately. In addition to lots of enemies, a turret is covering the door leading into the facility. Clear away the hostiles first, then one of the offensive players must rush in to the security office to breach the controls and override the turret.

The other offensive player, or another teammate, should be healing the first as he or she rushes for the office. Another tactic is for two players to rush to the office; the turret can only fire at one player at a time.

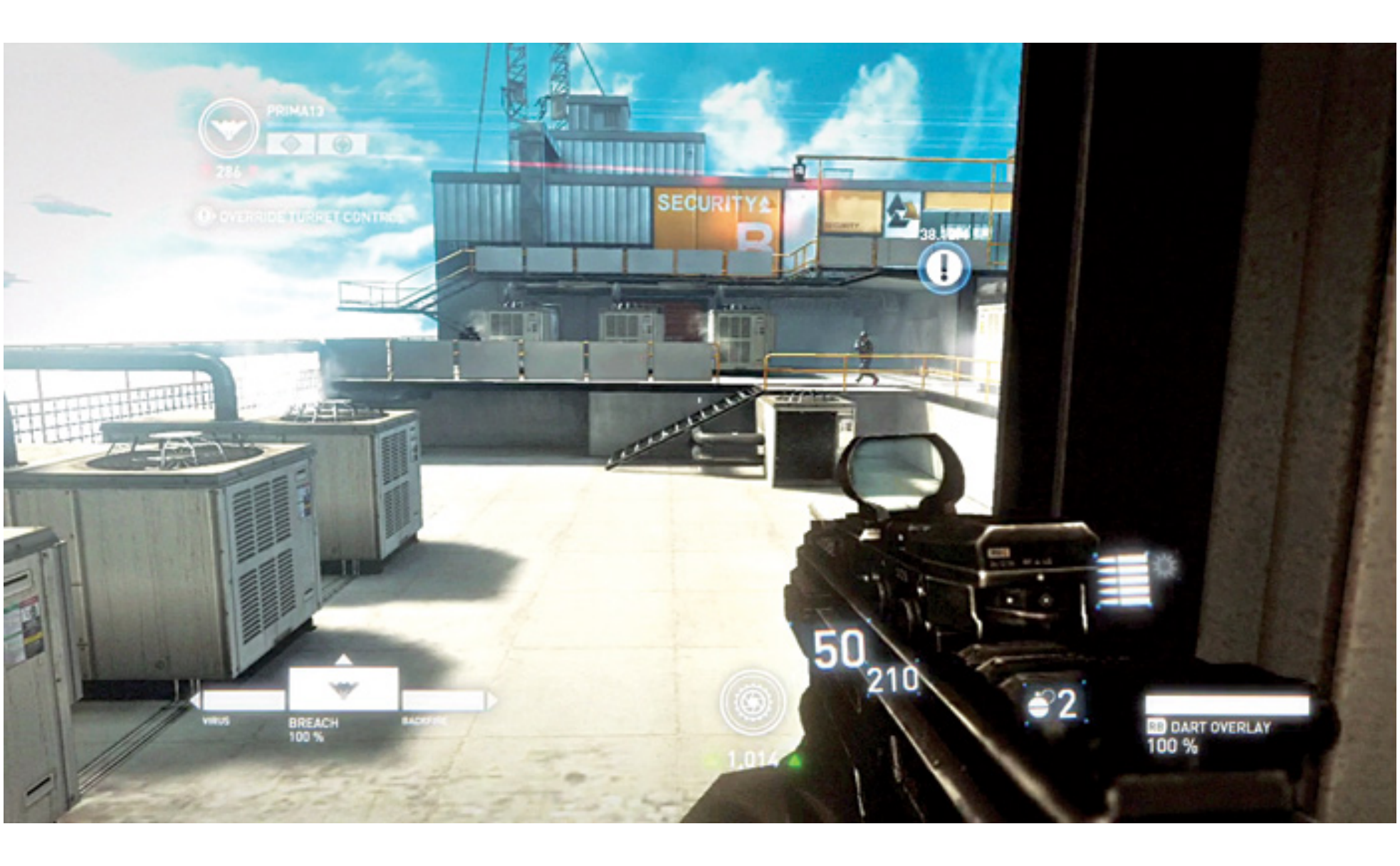
### Open Ventilation Panels



OPEN VENTILATION PANELS
ACTIVATE GATE
DART OVERLAY 100 %

Once the turret is deactivated and other enemies have been neutralized, advance into the building and follow catwalks around to the controls for the ventilation panels. Breach them to continue once the entire team is together.

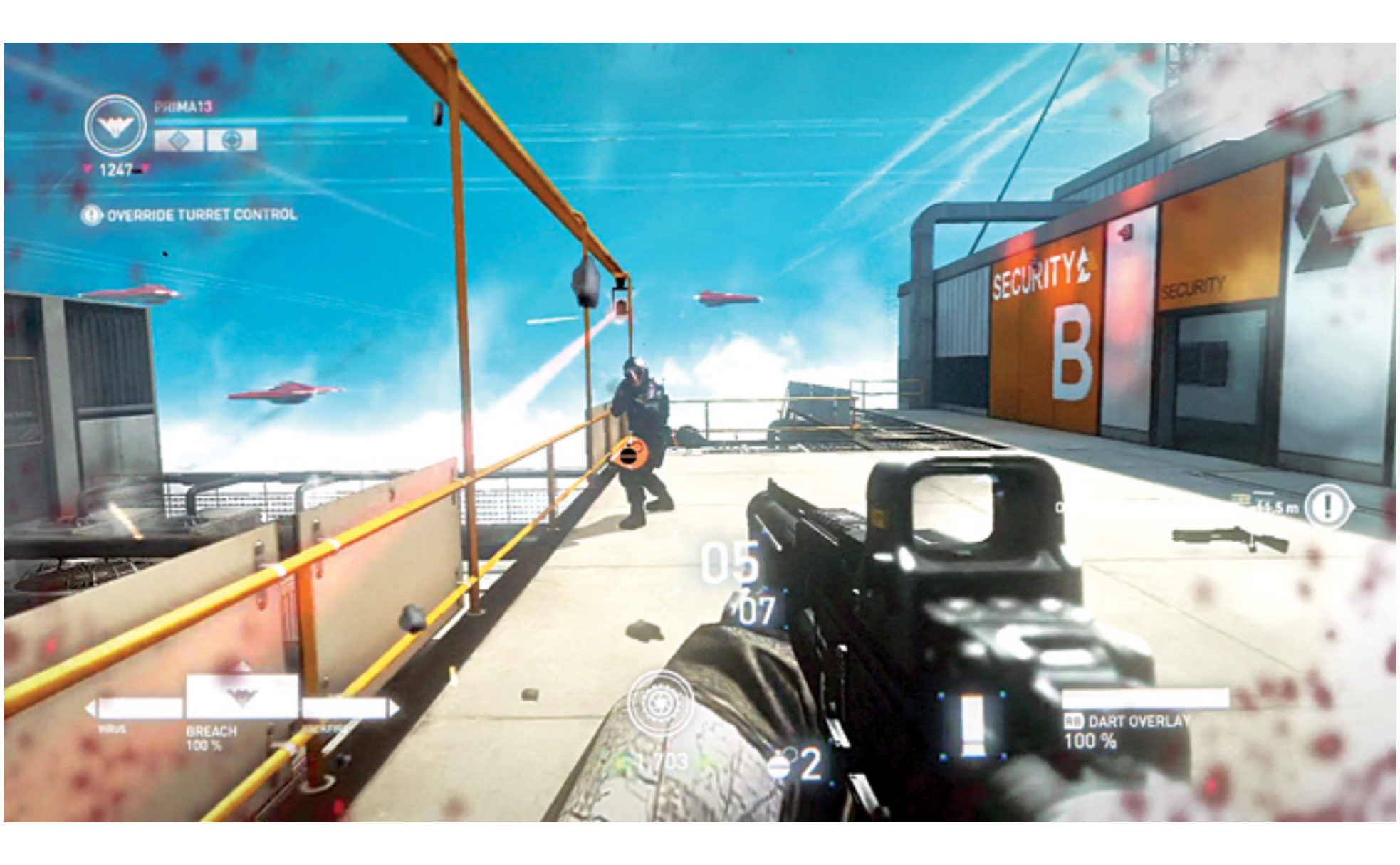
### Override Turret Control



SECURITY
DART OVERLAY 100 %

As you move through the opening, take cover. You are back out on the rooftop. However, there is a second security office with a turret and lots of enemies.

Locate the ECM unit, which is easier to detect in DART overlay mode, and kill him first. Then you can use your breach apps.



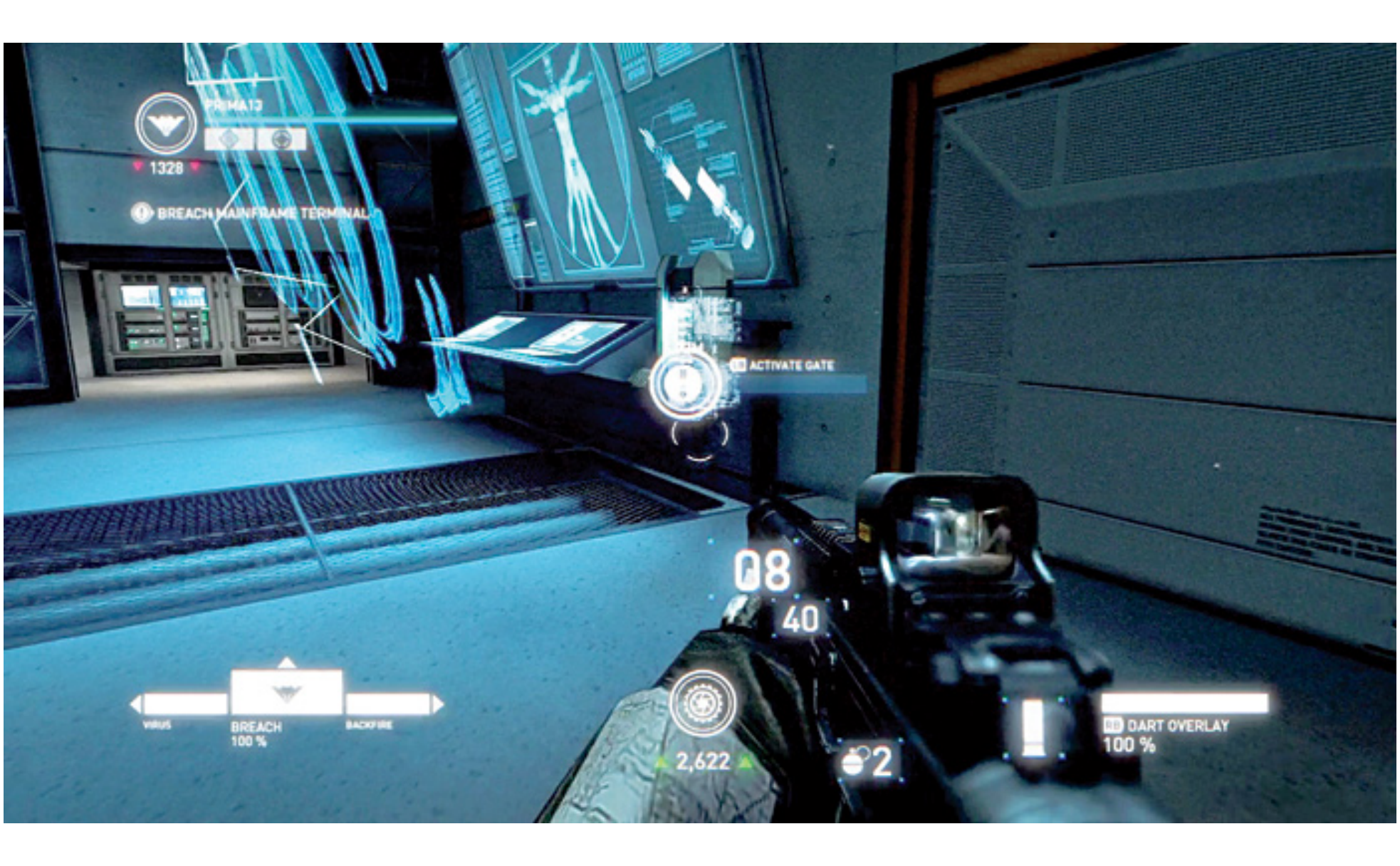
OVERRIDE TURRET CONTROL
SECURITY
B
DART OVERLAY 100 %

While the defensive and support players provide covering fire and engage the enemies on the walkways, the offensive players should drop down onto the rooftop and take cover.

Before rushing to the next cover, heal each other and then rush at the same time. Move up the steps quickly, using the Shielding app or other apps that keep you alive as you rush through enemy fire, and clear away enemies as you move to the security office.

Get into the office and override the turret controls before finishing off any other enemies in the area. There are ammo caches and a weapon rack in the security office, so restock before continuing.

### Breach Mainframe Terminal



BREACH MAINFRAME TERMINAL
ACTIVATE GATE
DART OVERLAY 100 %

As you override the turret, a door opens to the side of the security office and more enemies emerge to attack. Finish them off and then, as a team, advance down some stairs and into the mainframe room.

There is more ammo in this room. Locate the terminal and breach it to open doors to the server room once the team is all together.

BACKFIRE 100 %
DART OVERLAY 96 %

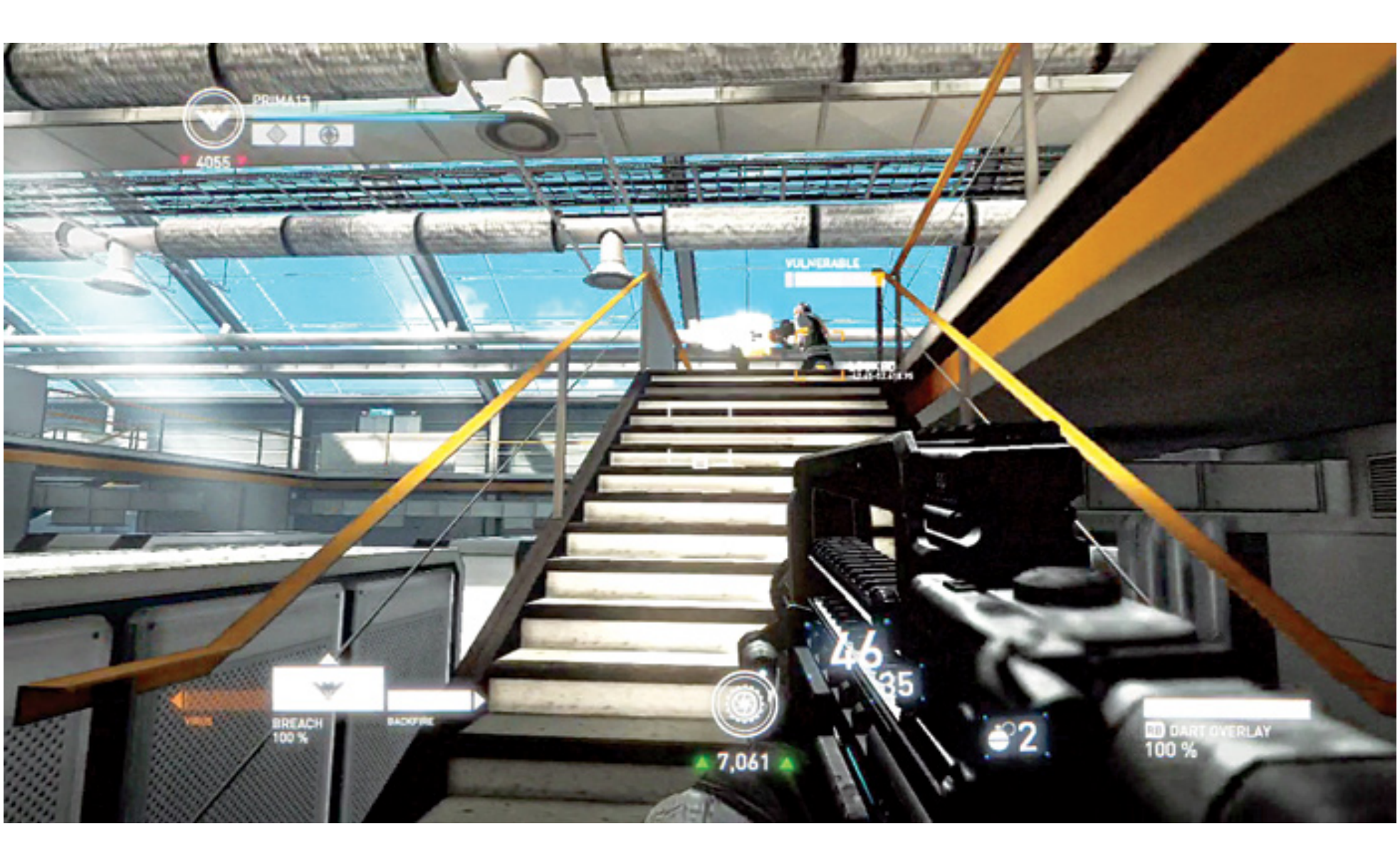
As the door opens, stay in the mainframe room for a bit and kill enemies out in the server room before advancing. A couple of players should make their way to the right side and climb up a ladder located in an alcove to get to the walkway on the second level of the room. The ladder is safer than taking the stairs.

Take cover behind the railing shields and fire down on enemies below. While two players are on top, the other two can move through the maze of servers on level 1 and clear out hostiles as they go. More enemies arrive from elevators and exit onto level 2.

Kill as many of them as you can before they get down to the first level and take cover among the servers.

**Tip**

Some of the enemies carry gauss guns. Pick one up and use it in the server room. This weapon is effective against enemies hiding behind cover.



VULNERABLE
DART OVERLAY 100 %

Eventually, the enemy arrivals slow down. However, that means an officer in reactive armor and carrying a minigun is entering the server room on level 2.

Players on the first level can breach his armor from behind cover while those on level 2 can fire at him from different angles. After he goes down, rip his chip and take the minigun.

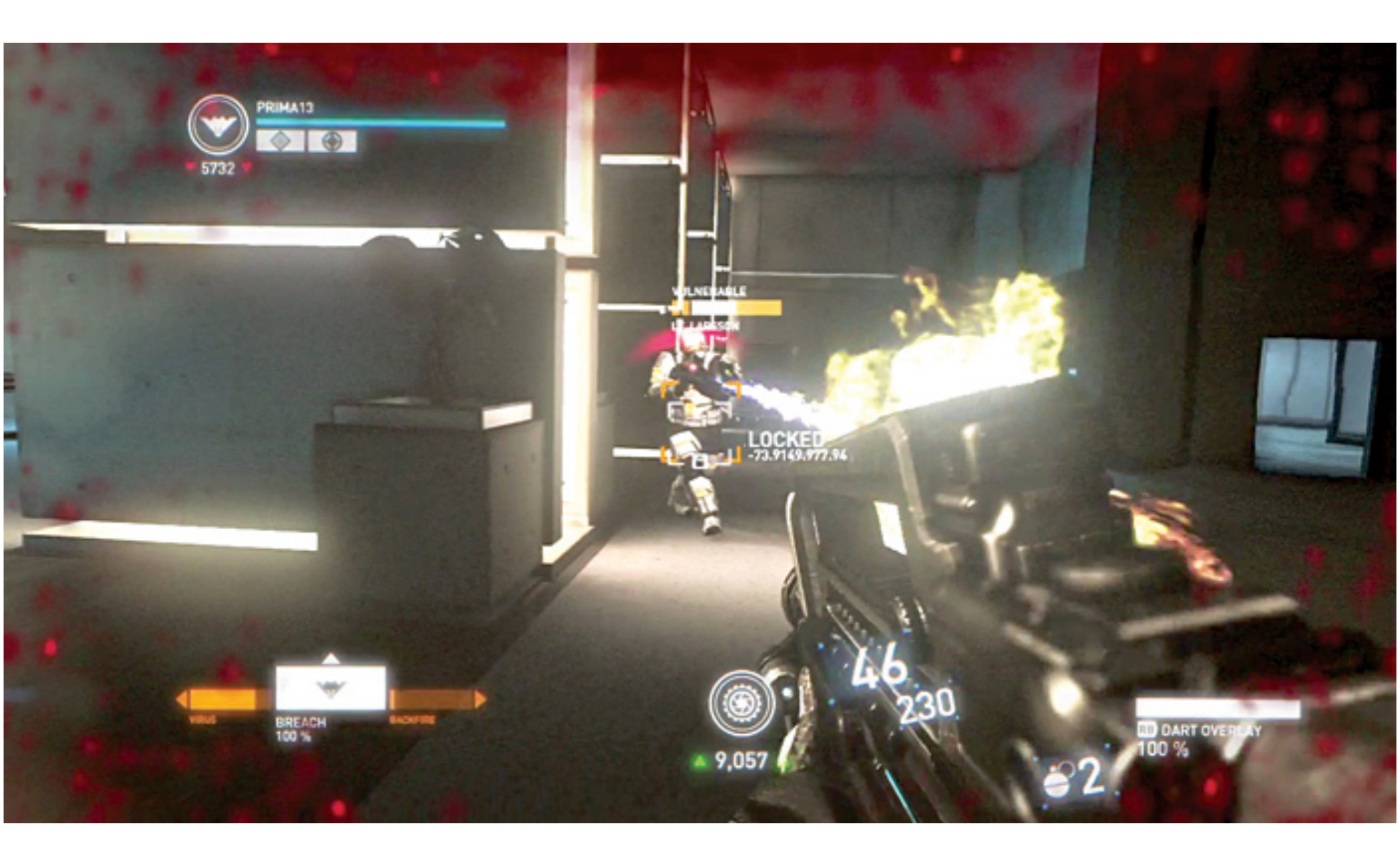
### Override Outer Defense System

OVERRIDE OUTER DEFENSE SYSTEM
KILL : 100
HEAL
DART OVERLAY 41 %

A door opens at the far end of the server room on level 2. Get the team together, then advance into a long corridor. Enemies appear at the far end. Kill as many as you can with long range fire.

Offensive players can advance to get in close. Watch for more enemies to emerge from doors along the sides of the corridor. After clearing out all of the enemies, move through an opening at the far end of the corridor on the left.

Pick up some ammo and then breach a control panel to override the outer defense system. Once the team is assembled together, a door opens and you can continue.



LOCKED
DART OVERLAY 100 %

As you enter the next room, an officer in reactive armor attacks you using a thermite gun. The team must spread out and keep moving. Breach the armor and fire at the officer. Be sure to heal whichever player takes the brunt of his attack.

This is a good time to use the Virus app if someone has one. After you destroy the officer's first layer of armor, more enemies rush in to help him.

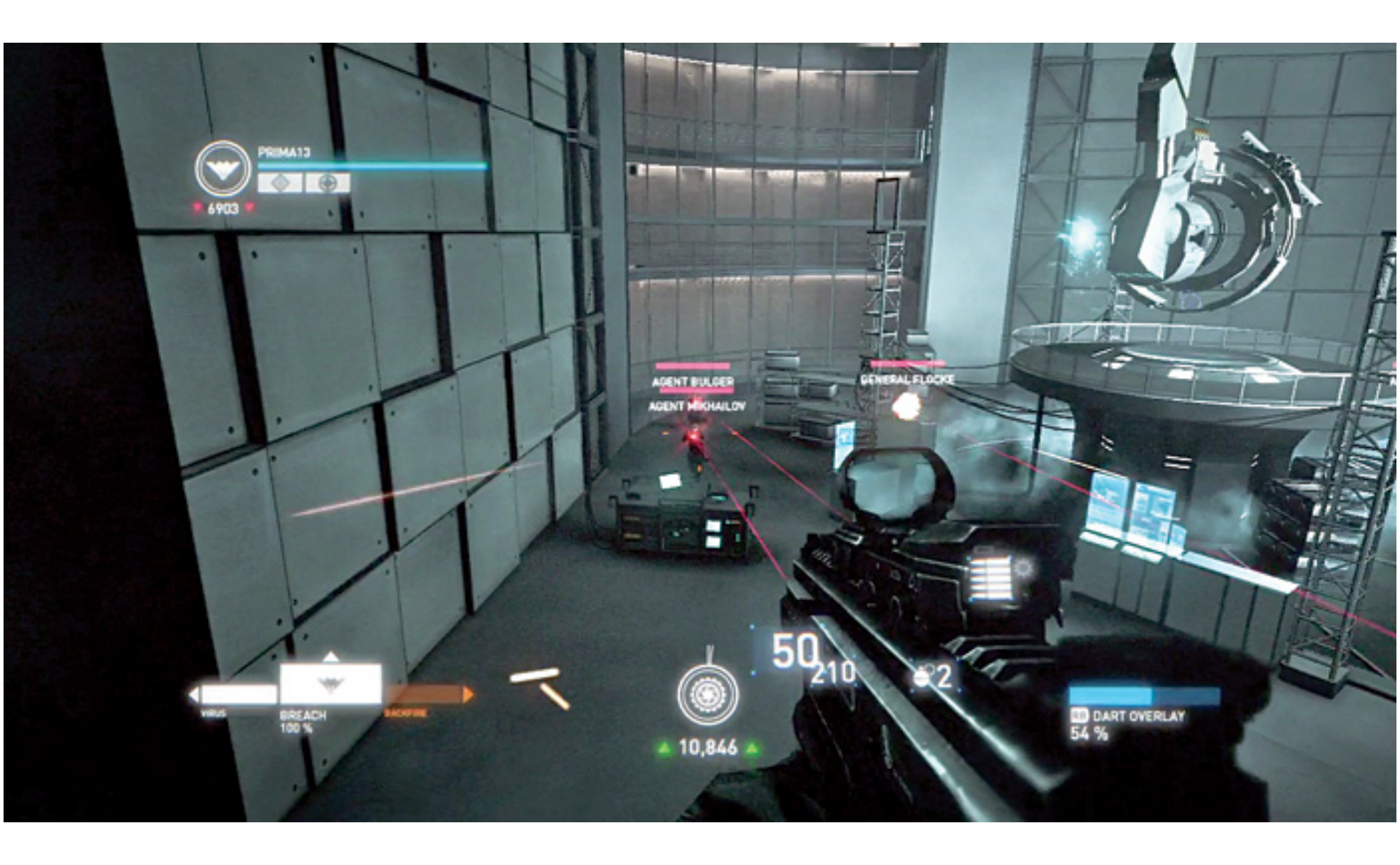
Keep moving and working on the officer while also killing the enemies. Once he goes down, rip his chip and have a player pick up the thermite gun.

### Override Leonardo Device Access

DART OVERLAY 100 %

Kill the enemies that arrive when the officer dies, then head out through the doorway through which they entered. Move along a corridor as a team and then descend some stairs into a control room.

Breach the control panel to open a door to get into the room with the Leonardo Device. Once the team is assembled, the door opens. Kill the enemies on the other side and advance.



AGENT BULGER
GENERAL KLUCKS
DART OVERLAY 54 %

As you move onto a walkway overlooking the Leonardo Device, you see three Agents and a general down below. The support and defensive players should stay up on the walkway while the offensive players head down the stairs to the main floor of the area.

The Agents are healing one another, so focus the team's fire on a single Agent. Don't try for a chip rip or you will get killed. Instead, breach the chip to make it self-destruct so that the Agent can't be rebooted. The offensive players need to get close enough to do this.

SGT. LARSSON
AGENT BULGER
LOCKED
DART OVERLAY 100 %

The players down on the floor take most of the heat. Be sure to heal them as needed and use apps that affect the entire team. Grenades work great against the enemy Agents since they tend to bunch up.

Use the ammo cache next to the Leonardo Device to restock your ammo and grenades. The general is armed with a minigun, so if you can take her out early on, the Agents are easier to kill. Then pick up the minigun for some heavy firepower.

PRESS LT TO LOCK
DART OVERLAY 56 %

Once all the enemies are dead, the Leonardo Device is yours and the mission is a complete success.

**INITIATION COMPLETE**

Complete all of the co-op missions in order to earn this reward.

### Tips from the Testers

- You are after one of EuroCorp's most prized possessions, and resistance will be accordingly fierce. Sticking together as a team and having a good mix of supportive and beneficial applications ready is of great benefit.
- It really pays off to have an Agent with a sniper rifle along for this mission.
- There are several paths up to the first security checkpoint, some of them are quicker and more direct; they do, however, lead into the midst of enemy positions.
- In the area approaching the first security checkpoint you can find ladders that lead to some elevated positions that give ideal coverage of the battle zone.
- Turrets are shielded and will not take damage from weapons.
- It might be tempting to split up and hunt down individual enemies in the server room, but this can result in an Agent being alone and surrounded by several opponents at the same time.
- Remember that Agents do not take damage after jumping from great height and be aware that there are several paths between the two floors in the server room. This gives you a great advantage when flanking enemies, or provides avenues for a temporary retreat to regroup.
- When facing an enemy with reactive armor and a Thermite gun, it is advisable to split up the team to avoid several Agents getting hit at once. Healing and fast movement is essential.